OVER 70 PS2 AND PS ONE PREVIEWS

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ZIFF DAVIS

August 2001
ISSUE 47

OFFICIAL U.S. PlayStation MAGAZINE

PlayStation

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Official U.S. PlayStation Magazine Issue 47 (August 2001)

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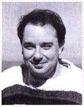
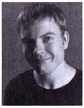


JOHN SCALZI
A writer for the *Chicago Sun-Times*, the *San Diego Tribune*, *New City* magazine and the *Fresno Bee*, John brings his considerable knowledge to our media pages. He also runs the popular www.gamedad.com.

ZOE FLOWER
No longer visible on Canadian TV screens (for the time being, anyway), Zoe is taking a break from multimedia superstardom to concentrate on writing and developing new projects. www.zoeflower.com



Ryan Lockhart
Once an *EGM* staffer, Ryan is now making games instead of just writing about them. His first gig is with 7 Studios, helping create Legion, which will have just the right amount of story. www.sevenstudios.com

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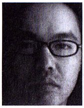

SHUJI KOBAYASHI
Shuji has photographed tons of celebs, and made them look scary—in a good way. We enlisted his help in photographing bigwigs at E3, and enjoyed the unexpected benefit of an interpreter-at-large. www.7stdesign.com/shuji

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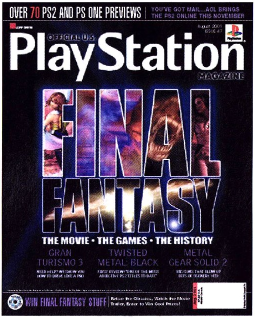
COVER STORIES THIS MONTH



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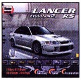
FINAL FANTASY • 88

One of the most revered franchises in video gaming is now bigger than ever. We bring you the story behind the production of the movie, a full history of the series, plus a look at Final Fantasy X and beyond.



GRAN TURISMO 3 • 112

Think you're pretty good, huh? Just because you've spent every waking moment playing it, you think you've got what it takes? We bring you the first part of what will no doubt be an ongoing series of driving aids.

TWISTED METAL: BLACK • 102

We knew it was going to be hot stuff when we put it on the cover of our April issue. If you thought everything had gone downhill after Twisted Metal 2, you're going to be pleasantly surprised by Black.

METAL GEAR SOLID 2 • 62

Hideo Kojima showed us more of the game recently, and thrilled us even more with tastes of a new ninja, some Solid/Liquid/Solidus confusion, and a kick-ass rail gun that blows up bits of scenery. Enjoy.

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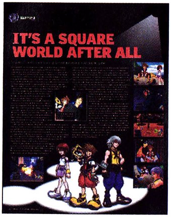

IT'S A SQUARE WORLD AFTER ALL

page 38

DEPARTMENTS

Demo Disc • 14
This month is a Final Fantasy festival, including the film trailer.

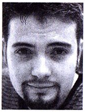
Input • 20
Let us know your thoughts. Write us at our usual address, or send us e-mail at **OPM@ziffdavis.com**.

Spin • 26
The biggest news this month: Sony announces its online plans for the fall. Also, Square reveals its joint effort with Disney, we offer a Spider-Man update featuring news on the film and the game based on the film, and new information surfaces on the ever-so-long-awaited Tekken 4. Plus an expanded media section with more DVD reviews!

Top Secrets • 112
A GT3 primer, a Red Faction strategy, and quick hits on NBA Street and Mat Hoffman's BMX.

P.S. • 120
Dumb, silly, amusing stuff from the world of PlayStation.

More games than we know what to do with


John Davison
Editor in Chief

This holiday season is clearly going to be a big one for PS2. After visiting the big games show, E3, last month, we gathered together the materials for the packed Previews section that we bring you this month. While some of the games featured aren't going to see the light of day for another year, a surprising number of them say "coming this fall" on them. Scary. Come this November there are going to be an awful lot of titles vying for your cash, not the least of which will be Metal Gear Solid 2.

Before then, though, we have to get through the summer—and not only is it looking remarkably healthy for games, but it's also a great time for movies. After last month's *Tomb Raider* flick (write and tell us what you thought of Lara's big-screen outing, won't you?), we now get the feeling that many of you are even more excited about *Final Fantasy*. This month we hit you with a three-pronged attack in the shape of a behind-the-scenes look at the creation of the movie, an in-depth preview of Final Fantasy X, and a history of the series that will arm you with enough information to bore absolutely anyone while you're standing in line for the movie.

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Chrono Trigger (T)
Chrono Cross (T)
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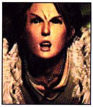


FINAL FANTASY VIII TEEN
To get you in the proper mood for our Final Fantasy feature, we've included a playable demo of FFVIII. If you're new to the series, this is a great place to start—especially since FFX is expected to bear more of a resemblance to FFVIII than to FFIX.

FINAL FANTASY MOVIE TRAILER PG-13
When we saw this trailer for the first time, we all got chills. Seriously. Hopefully you'll feel the same way as you watch this stunning first look at the long-awaited film. See if you can identify the celebrity voices!

FINAL FANTASY IX TEEN
Take another look at the most recent FF offering. Longtime fans of the series will recognize some beloved characters, and newcomers will marvel at its beauty. Take a close look: FF is about to enter a new era.

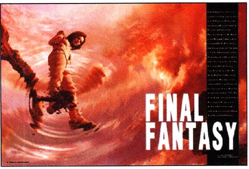
FINAL FANTASY VII TEEN
Part of our Final Fantasy Retrospective on this month's disc, this FFVII video helps you get an idea of how far the series has come on the PlayStation alone. This is the game that rocketed FF to mainstream fame.

FINAL FANTASY TACTICS TEEN
Since this game is currently out of print, we had to fight Square to give you a glimpse of this fantastic strategy title. But they finally gave in, and here's why: Sony is rereleasing the game in the near future. Rock!

FINAL FANTASY CHRONICLES TEEN
At last, at last: Chrono Trigger on the PS one. Finally, PS owners can get a taste of the old-school goodness that discerning SNES RPG fans have known for so long. Oh, and there's some Final Fantasy on there, too.

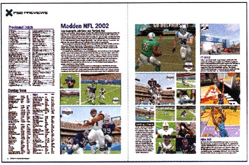
KLONOA 2: LUNATEA'S VEIL & STAR WARS: SUPER BOMBAD RACING EVERYONE
Two tasty PS2 videos to keep your bond running. Sure, Bombad may have been better named without the "Bom" part, but Klonoa 2 is a masterpiece of platform gaming. Check out this month's Reviews for proof.

SPECIAL FEATURES



FINAL FANTASY • 88

The movie. The games. The history. The future. From the first game, all those years ago, through this summer's almost guaranteed box-office hit, to the future of the series—Final Fantasy X, XI and even XII! Find out what's next for this innovative franchise.



PREVIEWS GALORE • 52

Over 70 previews, spanning a mind-bending 28 pages of post-E3 goodness. Within, you'll find this year's round of sports games, updates on big titles like Devil May Cry, a whole slew of games with online support, and brand-new screens and info from Metal Gear Solid 2.

PS2 Goes Online

PS2 GOES ONLINE • 26

Sony has finally divulged information regarding its online plans. We're pleased. We think you will be, too. Find out the price points and release dates for the necessary peripherals, and learn all about the technology you'll soon see running on your favorite machine.

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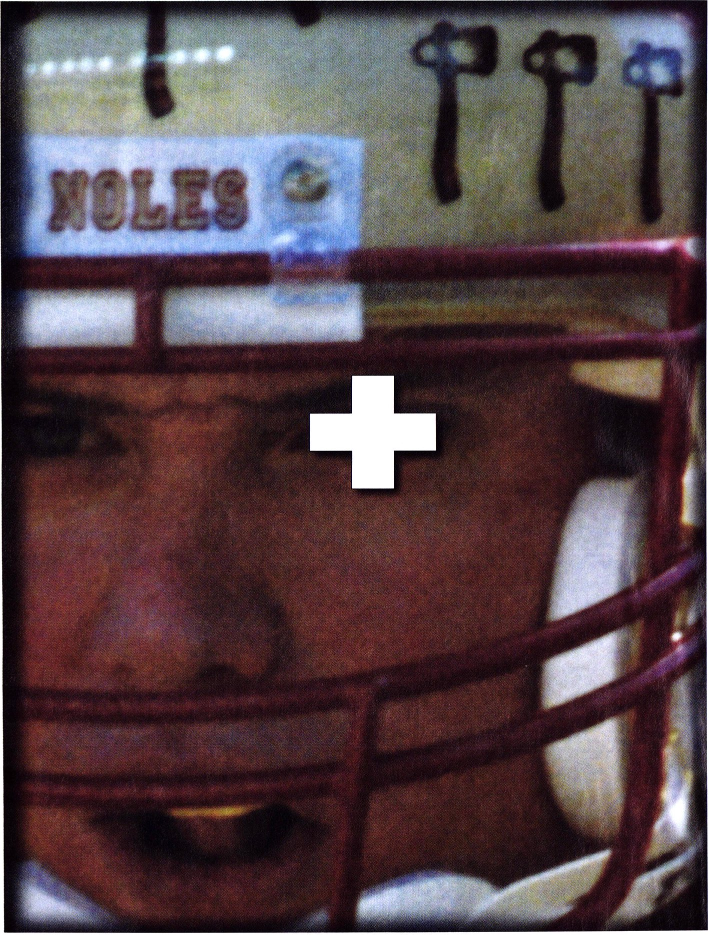

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Zell 293
Squall 274
Rinoa 218

Seifer
"One of these days,
I'm going to tell you
about my romantic dream!"

FINAL FANTASY VIII

As if the monumental change brought on by Final Fantasy VII wasn't enough, Square decided to rethink the hallmarks of the series even more in Final Fantasy VIII. Gone were the superdeformed Cloud and Tifa, replaced by the realistic and human-like Squall and Rinoa. Under the direction of character designer Tetsuya Nomura (who's also responsible for the design of Final Fantasy X—turn to our feature for more on that), the Final Fantasy world changed from a traditional fantasy setting into an environment more like our own, giant airships and malevolent monsters notwithstanding.

The demo takes place in an early part of the game. Squall and his team are out on their first mission, which coincidently is their Garden graduation test. Make your way up to the town square to begin your patrol. Take out the guards and then talk to Seifer. He'll get impatient and order the team to go where the action is: the communications tower. Up on the mountain path you'll fight monsters as well as enemy soldiers. Make sure to Draw Cure repeatedly, and keep the team in good health. If you come across a horse-like monster with a large curved horn, draw and stock up on Double, which will come in handy near the end of the demo. At the top of the tower, you'll encounter FF staples Biggs and Wedge. You'll fight Biggs first, and then Wedge will join the fray—keep hammering on Biggs until the real enemy shows up. Take care of him (use Leviathan as often as you need), and then start the escape from the spider robot. When you weaken him, run away as fast as you can (L2 & R2). Repeat this as necessary, making your way back down to the beach to end the demo.

PUBLISHER: SQUARE EA • **DEVELOPER:** SQUARESOFT
AVAILABLE: NOW • **PLAYERS:** 1 • **GENRE:** RPG

TEEN T CONTENT RATED BY ESRB

△	WALK	L1	TARGET WINDOW
□	NOT USED	L2	RUN AWAY (w/R2)
○	SELECT	R1	TRIGGER (SQUALL)
✕	CANCEL	R2	RUN AWAY (w/L2)

FINAL FANTASY RETROSPECTIVE

FINAL FANTASY VII

FINAL FANTASY IX

Lv.99 Exp
HP 587
MP 063
CT
Ramza
Lancer
Brave 97 Faith 77

FINAL FANTASY TACTICS

Final Fantasy VII was the defining title in the PlayStation's early years—and it can be argued its entire lifespan. Remember the TV commercials? While devoid of any actual gameplay, they certainly piqued the interest of millions of gamers who weren't necessarily into RPGs and missed out on the last generation of Final Fantasy games. With the power of the new PlayStation hardware and through the capacity of its CD storage medium, the Final Fantasy world received a substantial facelift, and Squaresoft was able to vastly expand its storytelling abilities. If you have yet to experience a PlayStation Final Fantasy, both FF7 and FF8 are Greatest Hits titles, with FF9 undoubtedly following in the not-too-distant future.

Final Fantasy IX was the last installment of the series on the PS one and, much to the delight of its more traditional fanbase, a tribute of sorts to the formula that was the foundation of its success many years ago. Marking a return to the "classic" Final Fantasy—complete with black mages, a four-member party, and a more colorful atmosphere—it also shed the moody and reluctant hero that was prominently featured in the previous two games. While the plot still dealt with mature themes, the overall atmosphere of Final Fantasy IX is much lighter and more upbeat than the techno-industrial worlds of FF7 and FF8.

Final Fantasy Tactics, an oft-overlooked offshoot of the Final Fantasy series, is a

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PRODUCED BY MICHAEL BARNATHAN MARK RADCLIFFE BASED ON THE GRAPHIC NOVEL "DARK TOWN" WRITTEN BY KAJA BLACKLEY WRITTEN BY SAM HAMM DIRECTED BY HENRY SELICK

PG 13 FOR CRUDE HUMOR AND SOME NUDITY

14

Closed Captioned by the National Captioning Institute. Used with Permission.

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Klonoa 2

Last month, we featured a playable demo of the first Klonoa. Now here's a new video of its PlayStation 2 sequel. Note the colorful cel-shading technique implemented in the game's graphic design and the overall fluid, traditional platforming action, and it's easy to see why we gave it a 4.5-disc rating in this issue. Klonoa 2 is yet another must-have title to hit the PS2 in recent months. Other companies should follow Klonoa 2's example—done properly, traditional on-rails platformers are still a beautiful thing.

PUBLISHER: NAMCO • **DEVELOPER:** NAMCO
AVAILABLE: NOW • **PLAYERS:** 1
GENRE: ACTION

Star Wars: Super Bombad Racing

droid cam
02'16"01
Lap 1: 00'36"5
2: 00'25"20
3: 00'26"4
4: 00'28"01
5: 00'19"81
2ND

Ah, yes, the PS2's first movie-licensed kart racer. We were getting worried it wouldn't show up. Fortunately, it's based on the most popular movie franchise of all time. Unfortunately, LucasArts' track record with Star Wars games has been spotty, at best. Race your favorite *Episode I* characters, including Darth Maul and the young Obi-Wan, through your favorite *Episode I* locales like Tatooine and Naboo. Cute, superdeformed characters? Check. Projectile weapons and shields? Check. Battle mode? Check. Mediocre gameplay? Check.

PUBLISHER: LUCAS LEARNING • **DEVELOPER:** LUCAS LEARNING • **AVAILABLE:** NOW • **PLAYERS:** 1 • **GENRE:** RACING

FINAL FANTASY MOVIE TRAILER

FINAL FANTASY: THE SPIRITS WITHIN

Four years in the making and $137 million spent, *Final Fantasy: The Spirits Within* is Square's first foray into motion pictures. After plenty of experience finely crafting CG scenes in almost all of their PlayStation games, artists and writers operating under the name of Square Pictures have finished their opus. The movie fits more into the mature sci-fi themes of FFVII and FFVIII rather than a classical fantasy setting, and features the voice talent of many big Hollywood names like Alec Baldwin, James Woods and Ving Rhames. For the full story behind Square's massive new undertaking, check out this month's cover feature, starting on page 88.

PG-13

FINAL FANTASY RETROSPECTIVE CONTINUED

brilliant game—well-crafted turn-based strategy, a killer soundtrack, and an abundance of battle options. A word of warning: FFT is not for lightweight gamers. This game is difficult, especially in the later battles. A lot of thought and careful planning is the name of the game (hence "Tactics").

Final Fantasy Chronicles answers the cries of many disappointed FF fans when Final Fantasy Anthology was released in late 1999 without Final Fantasy IV. More weeping and gnashing of teeth took place when Square decided to forgo bringing the new PlayStation version of the wildly popular Chrono Trigger to U.S. shores. Square was receptive to the vast amount of complaining, and has responded by including both games, new-and-improved, in this title. Final Fantasy IV gets a brand-new translation and intro/outro CG sequences, but more notable is the increased difficulty level, making the game much more challenging. Chrono Trigger gets brand-new anime-style cutscenes inspired by the artwork of original character designer and Dragonball Z father Akira Toriyama (some of which provide previously missing links to the story of Chrono Cross). Trigger also has a few extra modes, like a movie theater, sound tests, and game information. Be sure to read this month's review for more on these games.

Shiva
Tortoise 2
Edge 635/ 846
Rydia 74/ 638
Cecil 963/1327
Rosa

FINAL FANTASY IV

CHRONO TRIGGER

Chrono Cross is the sequel (of sorts) to the enormously popular Chrono Trigger. (Yes, we know this isn't a Final Fantasy game, but it's in the same class as the fabled franchise.) In the spring of 1999 Square first revealed Chrono Cross to the world, and was met with deafening cries of joy. But glee quickly turned to mild disappointment when fans discovered that Crono, Marle and Lucca were nowhere to be found, as were none of the other characters introduced in Chrono Trigger. Once fans got to play the title, though, they found that Chrono Cross is something special in its own right. With over 40 playable characters, beautiful oceanic environments, and an amazing soundtrack from Chrono Trigger composer Yasunori Mitsuda, there was good reason to consider Chrono Cross the best RPG of last year. Time travel is replaced by two alternate dimensions, Crono and Marle are replaced by Serge and Kid, but the quality and enjoyment of the original remain intact—Chrono Cross is definitely among the cream of the PS one crop.

CHRONO CROSS

After watching and playing our Final Fantasy retrospective, be sure to turn to page 97 and take our quiz. Get the answers correct, and you might just win a prize pack full of awesome Final Fantasy games and movie merchandise.

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

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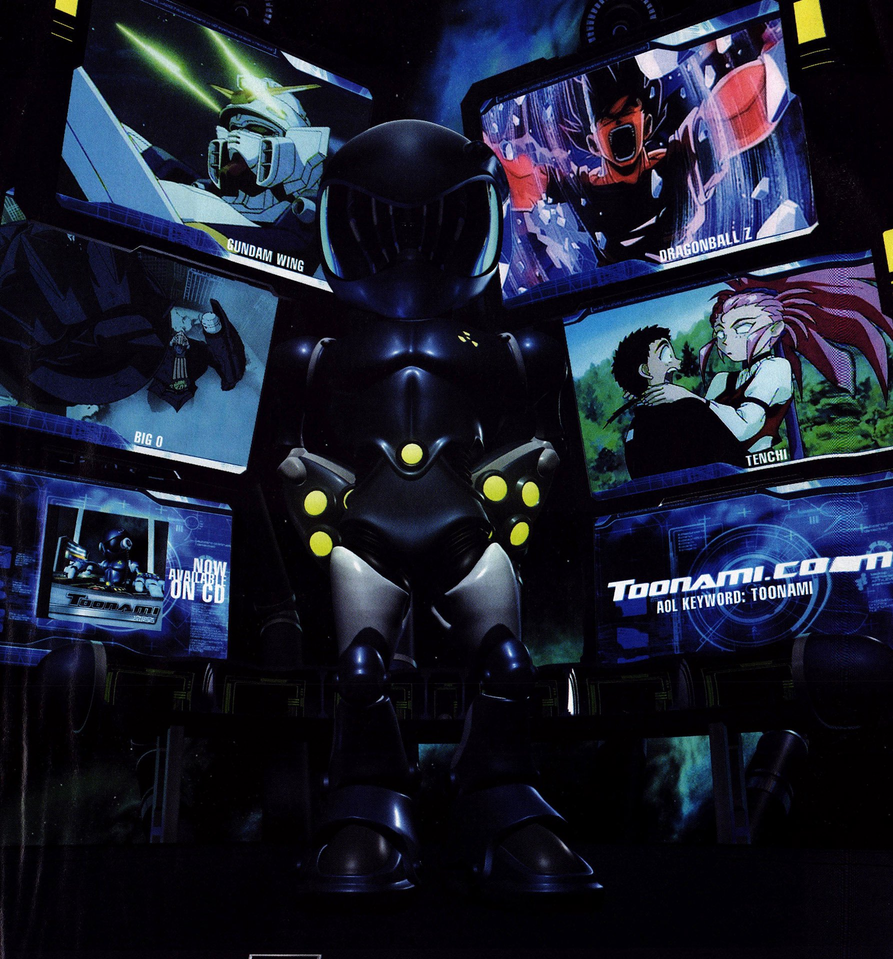
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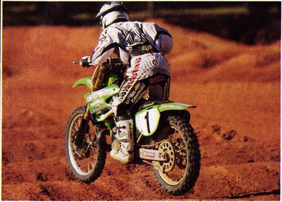

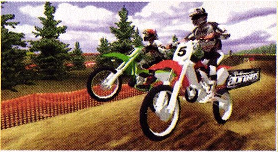

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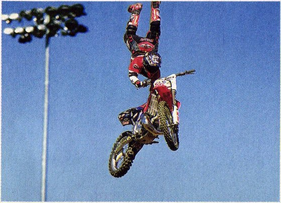
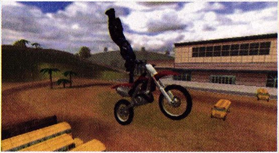
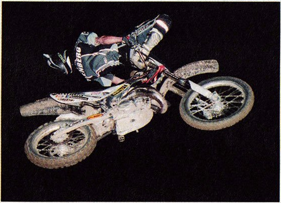
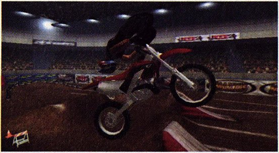


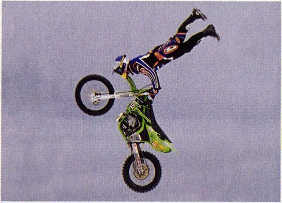


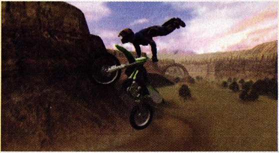
Set the record in the Bus Jump and Step Up Challenges



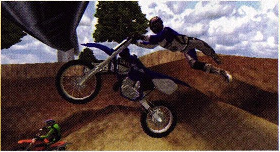


Pull insane tricks in 7 arenas and wide open freestyle environments





Mimic "Mad" Mike Jones and his Kiss of Death



Backflips, frontflips, 360s ...need we say more?

EVERYONE
E
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Mild Lyrics

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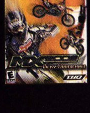
PlayStation 2

MX 2002

featuring
Ricky Carmichael

THE EVOLUTION OF MOTOCROSS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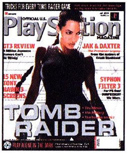
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Letter of the month

What I am about to share with you is a truly fascinating story. I felt it was my obligation as a gamer to share it with the rest of the gaming community.

It was a warm April morning. I patiently sat in my seat, waiting for English class to begin. My professor, late as usual, had left me no other choice but to open my notebook and occupy myself with something creative in order to pass the time. When she finally arrived she quickly noticed me, and asked what I had been working on. I told her I was writing some dialogue for my RPG, and that I had used her tardiness to my advantage. She looked at me and smiled. I sat there, thinking I was going to have to explain to her what "RPG" stood for. What she said next was something I would have never expected her to say.

"Working on the next Final Fantasy? I do hope you make the game challenging, not like those dopes at Squaresoft. The last three Final Fantasy titles were painfully easy."

I was in complete awe. My professor, a 56-year-old woman, actually knew about the epic Final Fantasy series as well as the powerhouse company Squaresoft. She told the class to finish reading the ballads she had handed out the week before, and she pulled up a chair next to me. For the remainder of the class she told me about her obsession with games and how they have been a part of her life ever since she was a child. We talked about how games can inspire a child's creativity. Like myself, she too had been working on an RPG of her own ever since RPG Maker was released.

The minutes seemed so fast, and it wasn't nearly enough time to discuss our ideas. We arranged for a little get-together at her home. Her video game library was overwhelming, to say the least. Her 300 PlayStation games outnumbered all other games from the rest of her consoles. After hours of showing off her Street Fighter Alpha 3 and Marvel vs. Capcom 2 skills, we sat down and worked on my RPG. When we were stuck, she popped in ZOE and we went at the Metal Gear Solid 2 demo for several hours, trying to beat each other's times. It was one of the most fun and tiresome gaming days of my life, and I never thought that she would be able to wear me out.

So this is my story, and I hope we've all learned a valuable lesson. Games are for anyone and everyone, no matter what sex or how old you are. Games have allowed me to create a bond with my professor, a bond that I would never dream of even existing. We still get together every now and then to see how our respective RPGs are coming along. She's always telling me how hers is going to be better than mine. Whether it is or not, I'll just have to wait and see.

Andreas Asimakis
gorak_yee@hotmail.com

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software companies.

Hook Me Up With Hotties!

First of all, I love *PlayStation Magazine*! You guys keep it real and really say what needs to be said about video games. Without you guys, people all over the world would be "lost at sea" when it came to gaming. So of course I always read every page of every issue of *OPM*. I just wanted to say something about the last issue I looked at (*OPM* 45). On page 34 there are pics of Japanese chicks. The one in the tight blue dress, and the one with the green plaid bottom and a greenish blue shirt are really, really hot! Is there any way you could get me their phone numbers?

Philip McFarren
tazz_4_life@hotmail.com

Why stop at a phone number, Philip? Why not get their home and work addresses, so you can start stalking them right away? Wouldn't that be much easier? I'm sure those lovely young ladies won't mind stumbling over a fine gent like you lurking in their bushes.

Don't Want Lame Games

On page 96 of issue 45 you posted an editorial titled "Cheap Tricks." This sort of thinking from game publishers amuses me. If they are so sure that their games are not for *OPM* readers (like myself), then why are they concerned about *OPM* telling us the games are not for us? Seems like a two-faced argument to me. You are just telling us what that game publisher admitted: The game is not for us! If they really want us to buy those games, make them worthwhile purchases. If *OPM* ever told me that a cheap game was good just because it was cheap, I would stop reading. Keep up the good work!

"Gene V"
gamejoker@hotmail.com

Horrified by Horror

I find the amount of blood and gore in games upsetting. Games like Onimusha, Resident Evil and many others all have these gory biases and sickening sights. I realize that now there are few games that don't involve killing things, but do we really have to focus on it? What do people like so much about it anyway?

"Evan K."
EvanKpln@netscape.net

People get the same kind of charge out of gory, bloody video games that they get from, say, horror movies, Steven King novels or even roller coasters. At their best, these kinds of games can provide a supercharged, adrenaline-fueled thrill ride. Still, you're not alone in your thinking, Evan. Some gamers, like our very own Gary Steinman, refuse to ever play a survival-horror title. Call him a wuss, but Gary just doesn't enjoy the feeling of being scared or the sight of too much realistic blood. Either way, there are more than enough games that don't involve horror, blood and gore. What do the rest of you think? Why do you like these kinds of games? Send us an e-mail (mark the subject "I Like Gore") at opm@ziffdavis.com.

Waking the Dead

I almost soiled myself when I read you could revive Aeris by playing through FFVII seven times and collecting every object each time. I was just wondering what you meant by "collecting every object." Do you mean, get every single weapon, materia and normal item, or is it something else? Please respond so that I have something to do over the summer.

P.S.: *OPM* is the best. And I can grasp this mysterious concept you call "sarcasm."

Dan Gladding
wingzero191@ign.com

Finally, *someone* gets it. We're still receiving too many e-mails asking about this "secret" as well as the Tomb Raider "nude code"! Sheesh.

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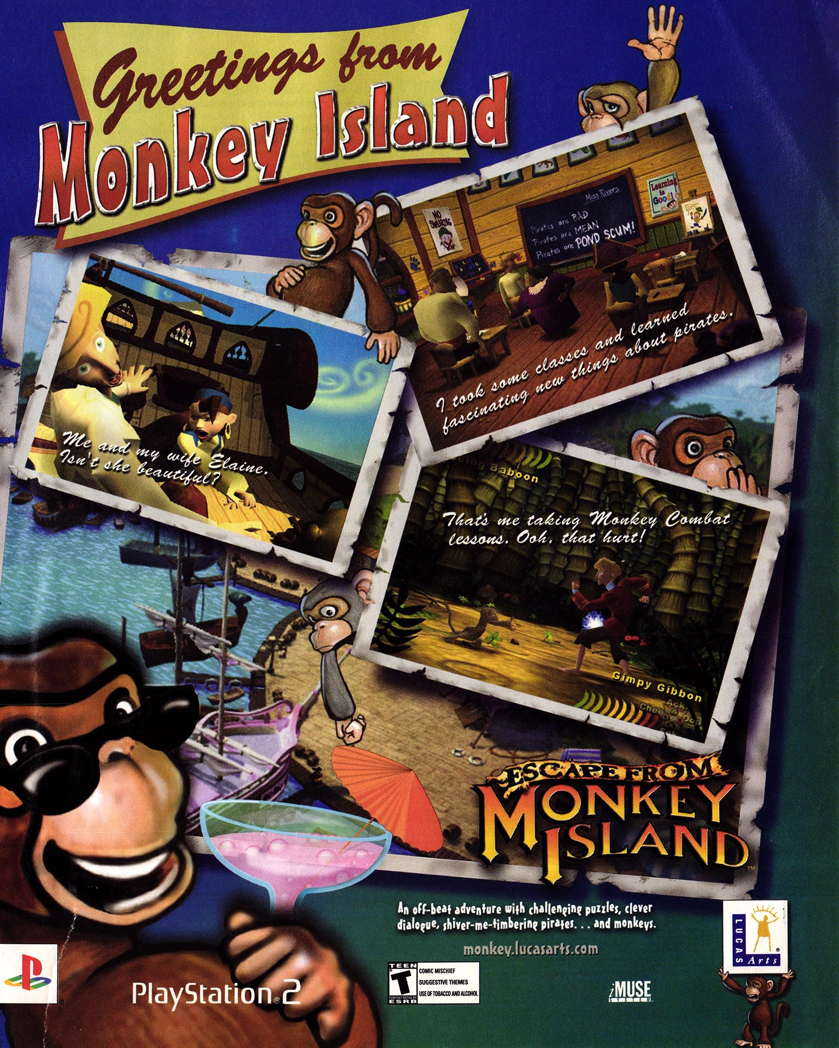
Greetings from
Monkey Island
Miss Rivers
NO SWEARING
Pirates are BAD
Pirates are MEAN
Pirates are POND SCUM!
Learning is Good!
I took some classes and learned fascinating new things about pirates.
Me and my wife Elaine. Isn't she beautiful?
Baboon
That's me taking Monkey Combat lessons. Ooh, that hurt!
Gimpy Gibbon
ESCAPE FROM MONKEY ISLAND™
PlayStation®2
TEEN
T
CONTENT RATED BY ESRB
COMIC MISCHIEF
SUGGESTIVE THEMES
USE OF TOBACCO AND ALCOHOL
iMUSE SYSTEM
LUCAS Arts

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monkey.lucasarts.com

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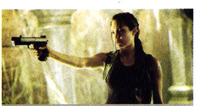


"My birthday ain't 'til September and I sure don't have $300 for a PS2. So what will I do 'til then? Play those pieces of junk these developers call GAMES?!"

Crazy for Klonoa

I've recently read the June 2001 issue of *OPM* and I have a question. Included on the demo disc was Klonoa. You said that it didn't sell many copies in the U.S. I was wondering why it didn't sell that well. The graphics were really cool. Also, if someone wanted to buy this game, which is hardly in any stores, where could they go?

Jessica Tse
shadow81523@yahoo.com

Limited marketing along with a very untraditional mascot character contributed to Klonoa's poor U.S. sales numbers. It's a great game, though—and so is the PS2 sequel (check out this month's review). But if you're looking for the original, try stores that sell used games, or check out sites like ebworld.com, gamestop.com or ebay.com.

Wanted: Good PS one Games

When I looked at the reviews this month (July 2001 issue) I was so happy I was about to crap my pants...until I got to the PS one reviews. They all suck! Not one frickin' game has a half or whole page, they're all little columns, and they suck so bad. My birthday ain't 'til September and I sure don't have $300 for a PS2. So what will I do 'til then? Play those pieces of junk these developers call GAMES?! Are there any games for PS one that are DECENT?! What's happening to my great world of video gaming?

Bubba Bredvad
bigbubba_88@hotmail.com

OK, Bubba—breathe in...hold it for a sec...then exhale. Feel better? A bit more calm? Good. Now for the bad news. It seems that developers are slowly but surely migrating away from the PS one—although a handful of solid games are still due out. If you're an RPG fan, you're in good shape. Final Fantasy Chronicles, Hoshigami, Tales of Destiny 2 and Dragon Warrior VII are just a few of the titles we know of. And they all look good. Like action? Then keep an eye out for Syphon Filter 3 and Spider-Man 2. Or try rifling through the Greatest Hits library and picking up some older games that you've always wanted to play. It's not as dire a situation as you think, but you've definitely got some legitimate concerns.

Igbay Istakemay

You have a huge error in your July 2001 magazine. In the Sound Station music review section you say "even-numbered entries are better than odd-numbered entries. Ixnay, sad to say, is an odd number, but as number 3, it's equivalent to *Search For Spock*." Now I don't know where you got the idea that *Ixnay* is Offspring's third CD, but you are wrong. The order goes a little something like this: *The Offspring*, *Ignition*, *Smash*, then *Ixnay on the Hombre*.

P.S.: I also think *Ixnay* is the best Offspring album. If you can find me a better CD for group yell-alongs, I'd love to hear it.

Nate Cekay
nc989@yahoo.com

John Scalzi responds: "My error. Note to Enterprise galley: Romulan ale is no longer to be served on nights when I'm writing music reviews."

JESH HUBERT'S MOST WANTED

1. **ZOE FLOWER**
2. **Metal Gear Solid 2**
3. **Gran Turismo 3**
4. **Silent Hill 2**
5. **NBA Street**
6. **Final Fantasy X**
7. **Red Faction**
8. **Dark Cloud**
9. **Hot Shots Golf 3**
10. **Devil May Cry**

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

QUICK HITS

HOW TO SCORE
You want better ratings? Make better games, damnit!
Sotiris Eleftheriadis
shpanky78@hotmail.com

It really is that simple, isn't it?

NICE WORK
What is it like to test merchandise? Do you like it?
Ttam678@aol.com

Yep. It's fun.

CONTROL FREAK
What's the deal with all the new games coming out with controls where you can only move your guy with the analog controller? If I wanted to use a damn stick I would still be playing Atari. Y'all are throwin' salt in my game, yo!
SLIMSMITTTY@aol.com

Heaven forbid that games start using more intuitive control schemes! We wouldn't want that now!

QUESTION OF THE MOMENT

This month you tell us what you think of video game-related movies. Next month, we want to hear more of your thoughts on this topic. E-mail us at OPM@ziffdavis.com. Mark your notes MOVIE MADNESS.

The secret to a successful game-to-movie adaptation is having a director who's smart enough to know that game plots are best left for games. Ninety percent of the time, the story is made to fit in perfectly with a certain aspect of the game that the player controls. Movies can't do that, and so the story turns out to be a failure and embarrasses the game makers.

Peter Yoon
yoonp@wam.umd.edu

I think they should also make movies for games like Crash and Gran Turismo.

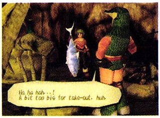
"Tom M."
rmlsek@excite.com

Tomb Raider will be this summer's biggest blockbuster!

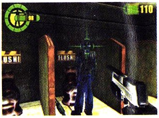
zorkdork359@hotmail.com

Screen Caption Contest

Every month we run a pic, and it's your job to come up with a witty caption. E-mail your captions to **OPM@ziffdavis.com** and mark the subject **CAPTION CONTEST**. The new picture, from Red Faction, should be easy enough.



WINNER!
"If you don't put some pants on, I'm going to smack you upside the head with this fish!"
Bill Niebruegge, niebruegge.1@osu.edu



NEXT MONTH
Think of something that'll make us burst our bladders with laughter and you'll be our next winner.

Official Contest and Sweepstakes Rules

OPM CAPTION CONTEST Official Contest Rules:
1. No Purchase Necessary: To enter, send an original caption for the designated screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM FINAL FANTASY CONTEST Official Contest Rules:
1. No Purchase Necessary: To enter, send the answers to the five quiz questions on a standard-sized postcard containing your name, address and phone number to "OPM Final Fantasy Contest," Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by August 31, 2001. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: Ten (10) Grand Prize winner will receive the following: one (1) FFX wallscroll, one (1) Final Fantasy movie wallscroll, one (1) FFX T-shirt, one (1) Final Fantasy movie T-shirt, one (1) Final Fantasy movie novelization, one (1) Final Fantasy movie skateboard, one (1) box of Final Fantasy movie trading cards, one (1) Final Fantasy movie action figure, one (1) Final Fantasy Chronicles strategy guide, and one (1) FFIX art book. Grand Prize has an approximate retail value of $200. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All valid entries must contain the correct answers to all five quiz questions. All prize winners will be notified by phone, mail or e-mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Final Fantasy Contest Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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" THE MOMENT YOU START PLAYING ...YOU REALIZE YOU'RE PLAYING SOMETHING SPECIAL. "

– ELECTRONIC GAMING MONTHLY

" DARK ALLIANCE TRULY IS BEAUTIFUL."

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DUNGEONS & DRAGONS

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Forgotten Realms
Baldur's Gate™
Dark Alliance™

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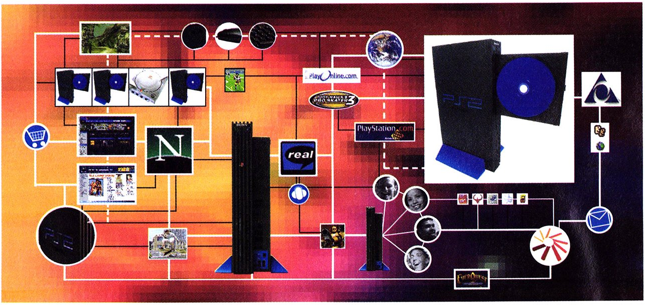
PS2 GOES ONLINE

Sony prepares to take next-generation gaming to the next level this fall



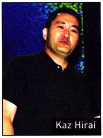
Just as we've speculated over the past few months, Sony finally revealed its online strategy for the PS2 at its Electronic Entertainment Expo (E3) press conference. Enthusiastic as ever, SCEA president and COO Kaz Hirai boldly stated that with the momentum of the PS2 and its future online gaming plans, Sony has already won the new console war—and that Nintendo and Microsoft will be fighting for the No. 2 position with their consoles.

Hirai then unveiled a prototype of the PS2's Network Adapter ($40), which will allow for both narrowband (56k) and broadband connections to the Net. Through the Network Adapter, PS2 users will be able to go online and play games, download levels, browse the Web, and make use of countless other online functions. The Network Adapter will work hand-in-hand with the 40 gigabyte Hard Drive (yes, it's finally coming!), which lets users store downloaded data and provides storage space for developers creating PS2 products. Both the Network Adapter and the Hard Drive are scheduled to release in November. Sony will also release a high-end LCD screen, mouse and keyboard by winter.

But what good would all these peripherals be without any games? Well, Sony and select third-party developers have been secretly hard at work on several titles, some of which were shown at E3. Activision's Tony Hawk 3 is likely one of the most anticipated, but others such as Tribes 2 from Sierra, and SOCOM: U.S. Navy Seals from SCEA all look quite enticing. Additional online games will be revealed shortly.

Sony also announced several alliances with some huge names in the online arena. The biggest no doubt being Sony's partnership with AOL, in order to bring AOL functions such as Web browsing, e-mail, and chat to the PS2. Other announced partnerships bring some popular technologies like Java from the PC platform to the PS2.

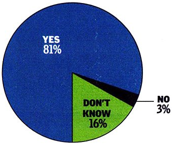
So while online gaming may be unfamiliar territory for all, Sony seems to be taking great strides to get its users on the Net. Be prepared for gaming like you've never seen later this year!

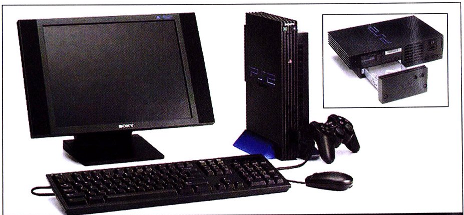

Kaz Hirai

> **"The real question is: Who is going to be in the No. 2 position?"**

OPM READER POLL

Will You Use the Online Feature of Your PS2?

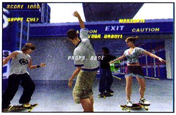



Looking similar to its Vaio line of computers, Sony has unveiled a flat-screen monitor along with a keyboard and mouse for the PS2. Also pictured is Sony's Hard Drive and Network Adapter, which slide into the back of the system.

Online games like these...

Considered one of the best squad-based online shooters for the PC, Tribes 2 is headed for the PS2. Team with friends and make some noise!

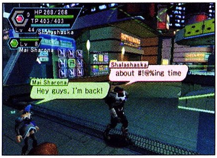
An add-on disc for Twisted Metal: Black, Twisted Metal Online allows you to play against multiple friends over the Net.



Tony Hawk's Pro Skater 3 gives gamers the chance to play against each other and even knock each other down over online connections.

SEGA TEAMS WITH SONY FOR ONLINE GAMES

Sega is making history once again by announcing a new partnership with Sony that will help expand the online games market. The two companies are teaming up to offer the first-ever cross-platform online gaming. What this means is that titles developed for the PS2 will be playable against counterparts developed for Sega's now essentially defunct Dreamcast platform. First cross-platform online games will hit Japan this fall and likely follow in the U.S. in 2002. So far, only online table games have been announced for the Japanese market, but future PS2 incarnations of Sega's Phantasy Star Online or its 2K sports games are said to be cross-platform playable. Sega also intends to eventually create PS2 games that will be playable against other platforms such as Nintendo's GameCube or Microsoft's Xbox.



Will Phantasy Star Online soon be playable on your PS2 against other consoles?

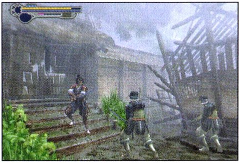
NAMCO TAKES PLAYSTATION 2 FRANCHISES ONLINE

Namco has revealed that it will be equipping many of its major PS2 titles with online features. The company has stated that games such as Xenosaga, and future installments of Klonoa, Ridge Racer and Tales of Destiny, will sport online features. When we can expect these online games hasn't been said, though.

SONY
DVD/
PLAYSTATION

Sony will no doubt be making all of the DVD addicts out there happy with the announcement of its own PS2 DVD remote. Set to hit stores in September, the remote will be priced at $19.99.

Capcom Reveals Onimusha Sequel



At a recent press conference, Capcom officially revealed Onimusha 2 to the world. The sequel stars a new hero named Jyubei Yagyu and will feature even better graphics and effects. Look for the game next spring.

A RUNDOWN OF SONY'S ONLINE PARTNERSHIPS

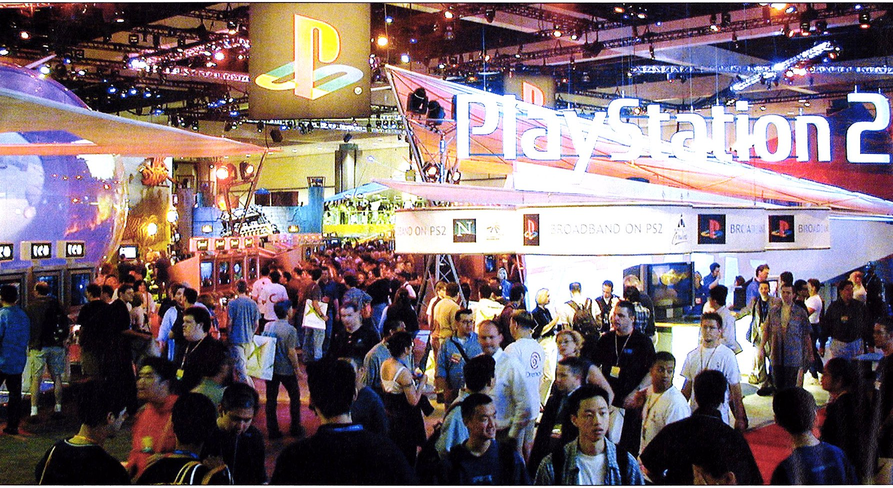
Who?	Why?	So What?
Macromedia	To bring the popular Flash Player to the PlayStation 2. Flash Player allows Web sites to come alive with moving graphics and more engaging content.	Flash is already the standard for Web graphics (96 percent of Web desktops have it). Basically, you'll get the same great-looking Web presentations that PC users see.
Real Networks	To bring RealPlayer 8 and other RealNetworks clients to the PS2 and allow developers to use the streaming technologies in games and applications.	RealNetworks is the Web leader in streaming media. This partnership will allow gamers to enjoy all sorts of Web media, such as Internet radio and streaming video files.
America Online	To deliver the America Online experience to PS2 users. This includes a PS2-compatible version of Netscape as well as AOL's popular e-mail and chat functions.	With more than 29 million members worldwide, AOL is the biggest online service provider in the world. And soon you'll be able to chat with them all from your PS2.
Cisco Systems	Cisco will provide Sony with its Internet Protocol software and optimize it for the PS2. Sony will also work with Cisco on a IPv4/IPv6 dual protocol stack.	Without all the networking mumbo jumbo, basically this deal will help Sony and its developers enter into the broadband world and offer digital entertainment.
Sun Microsystems	To bring Java technologies to the PlayStation 2 for better Web browsing, and to allow developers to integrate Java applications into their PS2 software.	Java scripts such as moving graphics will be present while browsing the Web on the PS2. Players will also be able to connect with Java-enabled devices such as PDAs.

Lady's Night Out

Tomb Raider star gets Hollywood's spotlight

The night belonged to Angelina Jolie at the premiere of the *Tomb Raider* movie in West Hollywood. Here we see the Oscar-winning actress walking the red carpet and joking with director Simon West at the afterparty. Also on hand were Samuel Jackson, Jeri Ryan, Matt LeBlanc, Jessica Alba and others.

photo credits clockwise from far left: Tsuni/ImageDirect, Pierre Leloup/wireimage.com Kevin Winter/ImageDirect,



E3 IN BRIEF

The Electronic Entertainment Expo is the yearly mecca for the games industry, packed to the brim with games, parties, games, celebrities, games, games and more games. Here's what we took home with us:

As always, our focus at E32K1 was centered on Sony's typically enormous booth. Now, we'd be the last people to claim that everything on PlayStation is equally good—lord knows we've seen our share of rottenness in the past four years—but so many games shown in Sony's booth looked noticeably above-average. There were the expected standouts, but there were also enough new or unexpected titles to make any PlayStation gamer's mouth water.

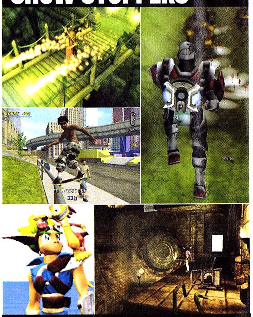
Ico stunned us with its shockingly beautiful graphics and unusual gameplay. **Devil May Cry** quickly surpassed its Resident Evil lineage with gorgeous visuals and intense action. **Maximo** catered to the old school with its update of the beloved Ghosts n' Goblins gameplay. The PS2 incarnation of **Baldur's Gate** was never without a line two or three deep. And then there was **Tribes 2**. Luscious, luscious Tribes 2, networked with four units in the Sony booth and two in the Sierra booth.

And that was possibly the biggest pleasure for us PlayStation fans: online play—at last. Tribes 2 had it. **Tony Hawk's Pro Skater 3** had it (and we had a particularly good time hunting down other human players and knocking them unceremoniously off their boards). Sony's new music game **Frequency** had it. At last, PS owners can enjoy what PC gamers have been all about for years.

But there were a few disappointments, of course. Some of the most promising-looking games didn't quite seem to deliver on that promise. **Blood Omen II** was one example; the idea is wonderful, but the framerate was so terrible that the game was almost unplayable. And **SOCOM: Navy SEALs**, one of Sony's flagship online products, also failed to impress with its sluggish framerate (though the developers insist this will be addressed before the final release).

Still, the overwhelming feeling was that the PS2 is finally coming into its own. Last year's E3 offered a tantalizing glimpse of future possibilities on the console; this year we saw many of those possibilities realized. The question is, how will they top it next year? We can't wait.

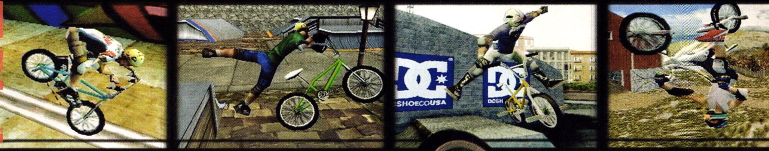
SHOW STOPPERS



There were plenty of standout games at this year's E3, so narrowing them down to just five favorites was plenty tough. We did it, though. Clockwise from bottom: Ico, Jak and Daxter: The Precursor Legacy, Tony Hawk's Pro Skater 3, Baldur's Gate: Dark Alliance and Tribes 2.

E3 Photos by Shuji Kobayashi, Joe Toreno and the *OPM* staff

urtesy of DC Shoes/Carl Hyndman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Of course, Maximum Remix is still the only game to feature 10-time World Champion Dave Mirra plus 9 other top pros. And as a special thanks to all of you who bought the original Mirra BMX for the PlayStation® game console, you'll get $15 back when you trade it in for Maximum Remix. You can't ask for more than that.

PlayStation

EVERYONE
E
CONTENT RATED BY ESRB
Mild Lyrics
Mild Violence

Developed by
Z-AXIS

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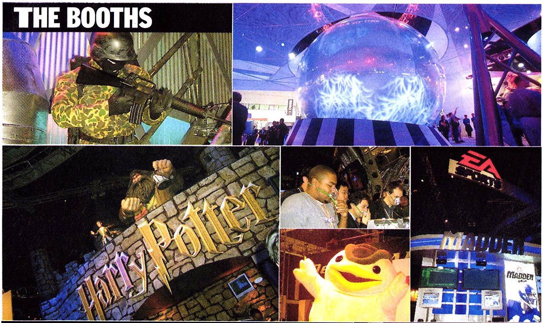
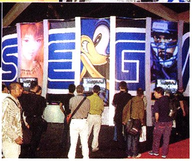
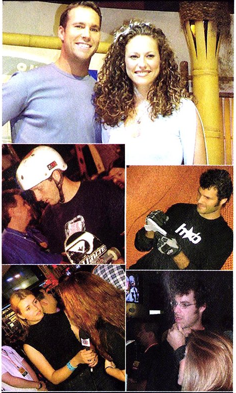
THE BOOTHS



At every E3, each company tries to outdo the others in their booth presentation. In spite of the fact that many companies opted for a more sedate (and no doubt cheaper) approach this year, Sony (top right) spared no expense, nor did EA (center far left and far right). Sega's booth (bottom right) was, sadly, by invitation only. Jerks!

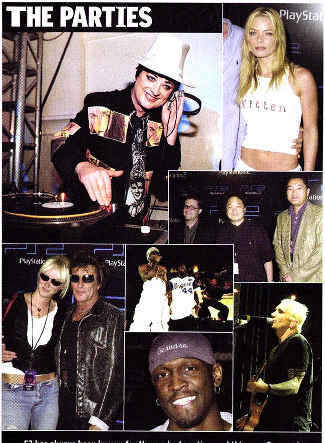


THE STARS



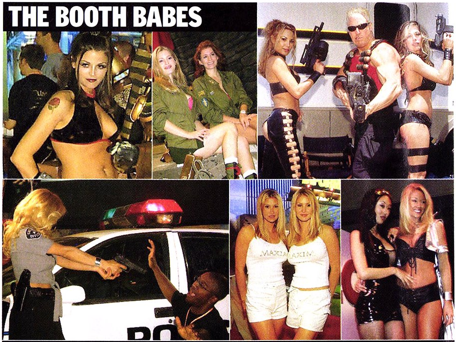
Of course Tony Hawk (center left) and Mat Hoffman (center right) were expected, but seeing Colby and Jerri from *Survivor* in the Infogrames booth was a bit of a surprise.

THE PARTIES

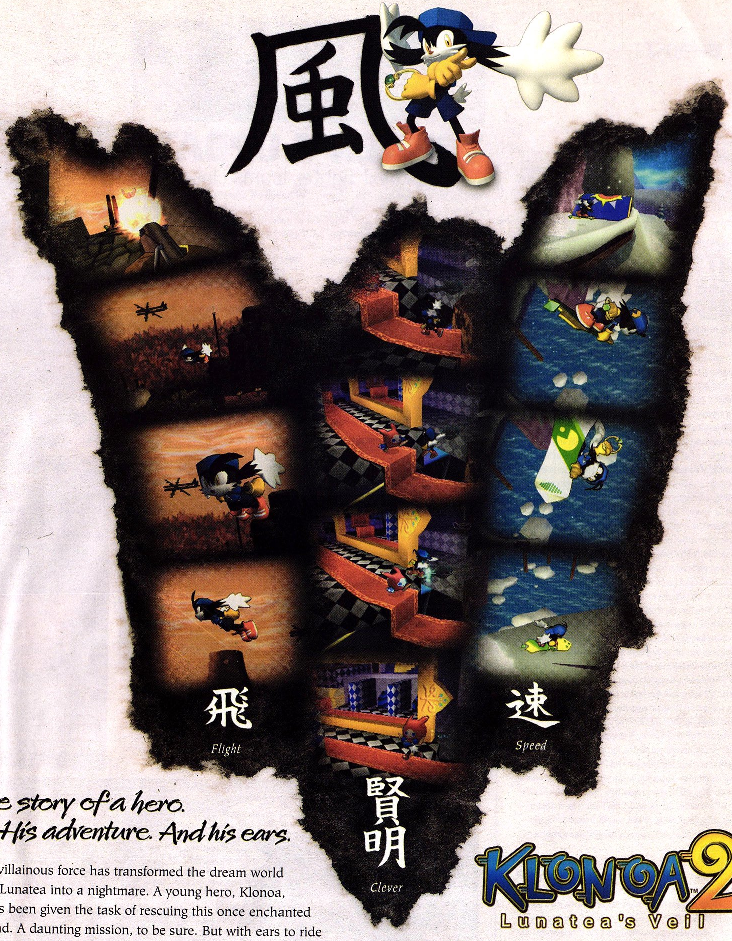


E3 has always been known for the opulent parties, and this year Sony outdid themselves. Their opening-night VIP shindig featured appearances by Outkast (center) and Boy George (top left), while their Friday-night extravaganza starred Everclear (bottom right) and made-to-order doughnuts.

THE BOOTH BABES



While the overall Booth Bunny Quotient (BBQ? Well, whatever.) was down from previous years—no doubt due to, ah, "marketing" cutbacks in many companies—we're betting we'll never see an E3 without *some* skin thrown out there to draw the attention of weak-willed game editors. The Oddest Juxtaposition Award had to go to Activision (top center) for their mind-bending mix of military fatigues and Fredrick's of Hollywood for Return to Wolfenstein.



The story of a hero.
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A villainous force has transformed the dream world of Lunatea into a nightmare. A young hero, Klonoa, has been given the task of rescuing this once enchanted land. A daunting mission, to be sure. But with ears to ride the wind, and a magic ring to control his foes, this hero's victory cry will surely be heard.

KLONOA™ 2
Lunatea's Veil

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PlayStation®2

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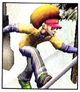
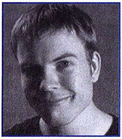


SSX Gets Tricky

EA has announced that its SSX sequel will now go by the name of SSX: Tricky. The game will feature new tracks, contestants, moves and lots more goodies.

RYAN LOCKHART

LIGHTS, CAMERA... GAMEPLAY?



I walked away from this year's E3 a little disturbed. Not because I was disappointed with the new games or systems shown there. Instead, my mind was reeling from an out-of-context statement made at one of the panels I attended. An older developer commented on how games today aren't games anymore, how they focus too much on storyline and not enough on the actual gameplay, and how that pissed him off. Sure, that guy was a bit confused; the last time I checked, Tony Hawk and Soul Calibur seemed to have at least a little gameplay mixed in with their novel-like amount of backstory. But he did make an interesting point. In the excitement of producing titles that deliver a cinematic experience, are developers today overlooking gameplay in order to keep a movie-like feel?

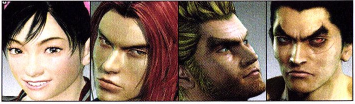
Don't get me wrong, I like story. A lot. I believe the line between movies and interactive entertainment is blurring, and I'm all for it. In fact, Zoe's column a few months back about games causing an emotional response is spot-on. But the issue still remains—are we losing an important part of what made video games fun in the first place? Are we losing the essence of what this industry was built on? Are we losing gameplay?

Let's take some big titles, for example. Metal Gear Solid. Excellent game, one of my favorites. But strip away the cinemas, music and voice acting, and you have a game in which you can shoot a man once in the back, hide, and he forgets about you a minute later. Was feeding the cat and collecting Sega toys the driving force behind Shenmue? And it certainly wasn't the elemental-laden battles in Final Fantasy VIII that kept us going for 30-plus hours. It was, of course, the cinematic nature and story elements of these games that kept us playing, that intrigued us enough to overlook their "shallow" gameplay.

There will always be titles that focus on gameplay over cinematics (read: anything by Nintendo). There will always be fighting games, sports games, puzzles games and the like. But now action games seem to be diving headfirst into the realm once held by RPGs and a few notable adventure titles—a place where story is king—and that worries me. Sure, some titles will be able to cover both (Half-Life, with its cinematics intertwined within the gameplay). But I fear more and more future games will expand on the already popular trend of splicing in movies between the action—adding a very uninteractive part to an interactive medium.

This, of course, leads us to the simplest yet most important question: Do we even care? Is there a line growing between those who want to play games and those who want to play interactive movies? Do you want to sit through cinemas or would you rather have the story play out with you at the controls? Are you happy with the way games are evolving? Write, state your opinion, and it will be used in an update to this very topic in the near future.

Ryan Lockhart makes games all day (for 7 Studios), and plays them all night. And, when time allows, he even sleeps. He also checks his e-mail obsessively: ryan_zwei@yahoo.com



TEKKEN 4 UPDATE

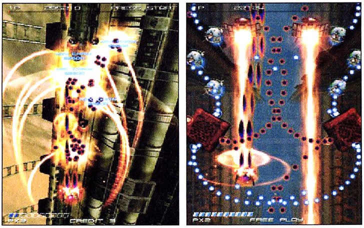
Namco's next fighter looms closer

Yes! It's about time! Namco has given us a first peek at the next Tekken installment for the arcades and the PS2. Pictured above are character models from the new game—and as you can see, they look more detailed than ever.

Confirmed to return for Tekken 4 are popular favorites like Paul Phoenix, Kazuya Mishima, Hwoarang, King, Marshall Law and Ling Xiaoyu—although we expect other standbys to show up as well. And one new blond-haired character by the name of Steve Fox has also been revealed.

According to sources in Japan, Tekken 4 will feature some big changes in terms of gameplay. For starters, there will be no more tagging between characters. Also, the fighting arenas will no longer feature infinite play fields, although it hasn't been revealed how fighters will remain constrained.

Taking place two years after Tekken 3, Tekken 4 hits Japanese arcades this summer. A PS2 version will likely follow in both the U.S. and Japan later this year. Look for lots more pics and details next month!



SILVERGUN SEQUEL BLASTS OFF

Widely regarded as the finest space shooter ever created, Radiant Silvergun (which was released only in Japan on Sega's Saturn platform) is about to receive a sequel. And this time, it'll be on the PS2. Titled Project Ikaruga, the new shooter from Treasure features incredible graphical effects. It's due to hit Japan later this year, and several U.S. publishers are already interested in bringing it here.

DATA STREAM

Invaded by Funk

Sega has revealed that it will bring its classic funky alien duo ToeJam & Earl (who had two popular games on the 16-bit Genesis platform) to the PS2. Expect loads of fun and cool tunes.

Bring On the Guilt

Japanese publisher Sammy has announced it will be publishing the PS2 version of its new fighting game Guilty Gear X in the U.S. this fall. Look for a full scoop on the title shortly.

Pee Wee Knows

If you haven't seen it yet, Sierra's You Don't Know Jack line of games has been turned into a TV trivia show airing on the ABC network. The host? The amiable Paul Rubens (of Pee Wee Herman fame). Step aside, Regis.

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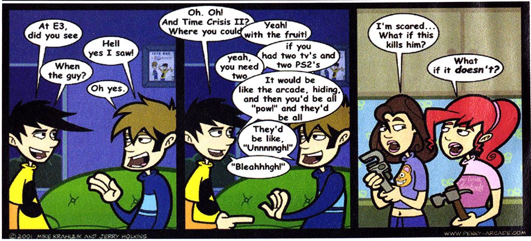
At E3, did you see
Hell yes I saw!
When the guy?
Oh yes.
Oh. Oh! And Time Crisis II? Where you could
Yeah! with the fruit!
if you had two tv's and two PS2's
yeah, you need two
It would be like the arcade, hiding, and then you'd be all "pow!" and they'd be all
They'd be like, "Unnnnngh!"
"Bleahhhgh!"
I'm scared... What if this kills him?
What if it doesn't?

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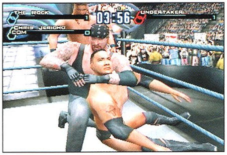
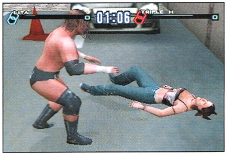
Just Bring It!

SMACKDOWN! PUNCHES IN ON PS2

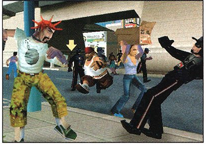




For WWF SmackDown! fans there's been one glaring omission on the PS one. THQ has consistently filled the game to capacity with a litany of WWF wrestlers and crackpot backstage antics. But only now, with Just Bring It!, SmackDown!'s third version, will announcers join the fray with play-by-play. It's the power of the PS2 hard at work. We can't wait to hear Michael Cole detail Triple H doing the Pedigree, or when Rocky puts the People's Elbows into some Jabroni's chest.

The PS2 is also responsible for the ability to have nine wrestlers in the ring at one time. With the PS one, the most you'd get is four at once. With 30 wrestlers to choose from and 60 different kinds of matches, that means plenty of high jinks can go down. Especially with a new picture-in-picture feature that lets you know what's going on backstage or who's running to the ring to help out. We smell what the Rock is cooking. And we can't wait to get a taste.

Riot Act



ROCKSTAR'S RIOT GAME DRAWS MEDIA IRE

Fact No. 1: Rockstar is producing State of Emergency, billed as an "urban riot game set in the near future, where the oppressive American Trade Organization (ATO) has declared a state of emergency. It is up to you to smash up everything and everyone in order to destabilize the ATO."

Fact No. 2: Late in 1999, 50,000 people marched through Seattle, disrupting the World Trade Organization (WTO) meeting. The protests focused on human rights, labor and environmental issues. Most of the march was peaceful, but conflicts flared up and 600 people were arrested. The total damage cost $3 million.

With these two facts in mind, things were bound to unravel. And the mainstream press, by documenting the horrors of such a game, is now hyping State of Emergency in a way Rockstar could only have dreamed of. Seattle-based newspapers made the easy connection between the riots and the game, and various officials were quick to make sweeping statements concerning Emergency. "If you want your child to become a violent anarchist, this is a great training game," said Rep. Mary Lou Dickerson (D-Seattle, Wash.), who was among the peaceful WTO demonstrators. She called State of Emergency "a slap in the face of the peaceful ideals of 40,000 protesters."

So what did Rockstar have to say? "State of Emergency contains no ties to any factual scenario. As with any fictional work, any similarity to real-world events is purely coincidental and unintentional. In fact, the game has been in development since September 1998, so it predates the demonstrations against the WTO that took place in Seattle in November 1999."

Two things are being overlooked. First, we can expect State of Emergency to receive an M-rating from the ESRB. Second, the game is as over-the-top and cartoony as any we've ever seen. Even if Rockstar did create the ATO to mimic the WTO, that would be something much closer to social commentary than a "slap in the face."

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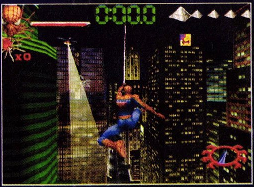
ALONG COMES A SPIDER

In 2002, our favorite wall-crawler makes his big-screen debut—not to mention his first appearance on PS2

As much as we may have looked forward to Spider-Man's debut on PlayStation last year, dare we suggest that we await his first trip to the silver screen with even more anticipation? After nearly a decade of being "in the works," but held back by legal complications, Sony Pictures and Marvel Entertainment finally, in March 1999, reached an agreement to sling Spider-Man your way.

Now firmly set for release on May 3, 2002, *Spider-Man* features rising star Tobey Maguire (*The Cider House Rules*, *Pleasantville*) as Peter Parker, the student/freelance photographer for the *Daily Bugle* who gains arachnidan powers when bitten by a radioactive spider. (This includes the ability to shoot webs—much to the chagrin of comic-book purists who know Peter to have created that skill himself.) Remembering the credo of his late Uncle Ben (whose death he feels indirectly responsible for), that "with great power comes great responsibility," Peter dons his trademark red-and-blue tights, turning him into New York's greatest hero—or its greatest threat, if you believe the anti-Spidey media.



"He's a great character because he's so relatable," Maguire told *Cinescape* of his on-screen persona. "He's a regular kid who gets these superpowers. But he's conflicted about it...which makes him interesting."

But it's not every regular kid who places it upon himself to halt the megalomanical plans of a mastermind villain like the Green Goblin, as embodied by Willem Dafoe (*Shadow of the Vampire*). Known to the public as Normon Osborn—and the father of Peter's best friend, Harry—this supernemesis flies around atop a gravity-defying glider, terrorizing citizens with his trademark pumpkin bombs.

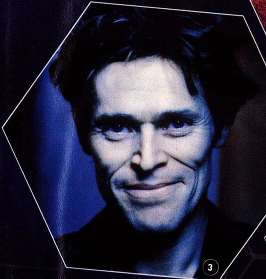
One such citizen we're betting gets especially terrorized is the love of Peter's life (or so he wants her to be), Mary Jane Watson, whom Kirsten Dunst (*Crazy/Beautiful*, *Bring It On*) portrays. As far as further starpower is concerned, look for cameos by WCW superstar Randy Savage as (of all things) a wrestler and fanboy favorite Bruce Campbell as a ring announcer.

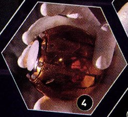
Yes, *Spider-Man* certainly seems primed to take next summer's box office by storm. So of course Activision has a PS2 game—Spidey's first on a next-gen system—waiting in the wings to tie in. And, despite having the double whammy against it of being both a movie *and* a comic-book title, Spider-Man: The Movie Game proved itself as one of E3's highlights, even in its early state.

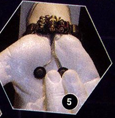
Don't let the title completely mislead you, however—though the game does follow the same style established by the film, and shares thwarting the Green Goblin as its primary objective, developer Treyarch is throwing a rumored seven additional supervillains (Shocker and the Vulture have been confirmed) into more than 30 levels of play. At the E3 demo, we saw Spidey web-slinging across an active city street—no fog clouding things up like on PS one. And wait 'til you see his new web attacks. Fantastic! Do we really have to tell you that you'll be seeing a lot more of this game in the pages of this magazine in the months to come?

(1) Tobey Maguire as Peter Parker stands aside Kirsten Dunst's character, Mary Jane Watson, as they perform a scene. (2) Maguire slips into some more iconic duds.

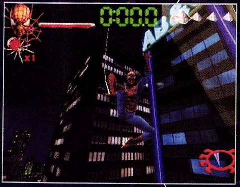
(1) Tobey Maguire portrays Peter Parker and even slips into Spidey's tights. (2) Kirsten Dunst plays the ever-so lovely Mary Jane Watson. (3) The evil boots of the Green Goblin are filled by Willem Dafoe.

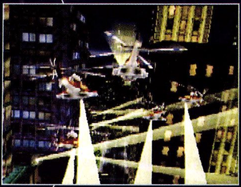




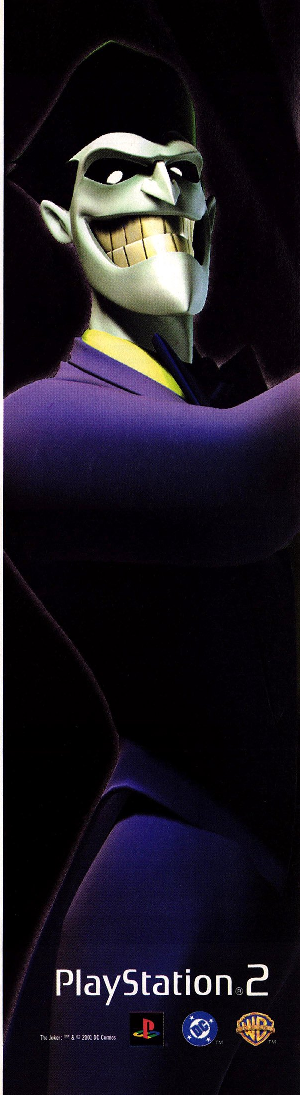


An E3 display features Green Goblin's pumpkin bombs (4) and Spidey's web shooters (5).



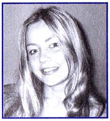


photos: left page: Maguire/Dunst by Bill Davila/Retna, Spider-Man courtesy of Sony Pictures Entertainment. right page: Maguire by Neil Kirk/Corbis Outline, Dunst by Andrew Macpherson/Corbis Outline Dafoe by Frank Ockenfels/ Corbis Outline


PlayStation®2
The Joker: ™ & © 2001 DC Comics

ZOE FLOWER

WHAT CHARLES DARWIN NEVER KNEW



In 1968, Stanley Kubrick's aptly named *2001* forewarned a future where human evolution depended on intelligent machines of our own making, with these very machines evolving to become more human. Maybe I've overdosed on a sci-fi weekend marathon lately, but our current reality demonstrates how technology is severely influencing our lives, from genetic tinkering and nanotechnology to digital entertainment that mimics the world we live in. As we push the envelope on our evolutionary process, our machines and software advance along with us. It's all about survival of the fittest. Even the PS2 will evolve this year. The 40 GB hard drive and online access demonstrates Sony's dedication to maintaining the top position on the entertainment food chain.

Between jaw-dropping clips of the *Final Fantasy* movie and a demonstration of Medal of Honor's latest war epic, I'm beginning to lose sight of the fine line between what's physically authentic and what's computer generated. While games have yet to reach the point of truly rendering an engrossing reality that parallels the physical world, this milestone is clearly in sight and hurtling toward us at 60 frames per second (no more clipping planes or deep fog!). What will it mean when we can no longer easily discern between reality and entertainment? After all, history dictates that humans can be fooled into a new reality quite easily, demonstrated by Orson Welles' broadcast of *War of the Worlds* in 1938, which created mass panic as people believed aliens had invaded Earth. So what—it was a radio broadcast, you say. Six decades later people should know better, right?

I thought so too until I discovered EA.com's Majestic, resonating a monolithic power hinting at the future of how we entertain ourselves. Majestic is an entertainment chimera, a powerful fusion of traditional storytelling elements and bleeding-edge technologies, showcased by its eerily human artificial intelligence. Touted as more of an experience than a game, Majestic is charting unknown territory, emotionally and technically. Recently I demanded more emotional output from games. I should be careful what I wish for! A demonstration of Majestic triggered goosebumps and teary eyes as I encountered an AI-scripted character. Contacting you through phone, e-mail, fax and instant messaging, this type of interactive intelligence preys directly on your own imagination, and that's enough to mess with anyone's perception.

In an age when even human genetic code can be decrypted and toyed with like Tetris blocks, evolution takes on a whole new meaning. Man's dependence on machines could lead to a whole new era of man-machine symbiosis (picture me with a PS2 strapped to my forehead!). Perhaps I've watched my *Matrix* DVD one too many times. Or perhaps a view of a world where humans function in tandem with intelligent machines isn't far away. While we push the limits of our computers in search of immersive and realistic visuals, seeking out new ways to garner reactions and emotional response, has anyone stopped to think ahead as to the results? Perhaps Kubrick's *2001* reality is not such a far cry from the 2001 we inhabit today.

Zoe Flower is no longer gracing Canadian TV screens and is instead pursuing new interests in order to establish herself as a multimedia superstar. Check out her stuff at www.zoeflower.com.

PLAYSTATION APTITUDE TEST

1. Now that Who Wants to Be a Millionaire: 3rd Edition is out, how many times has Regis Philbin starred in a PS one game?
a. 1
b. 2
c. 3
d. 4

2. Which of the following cartoons now seen on Cartoon Network does not have a PlayStation game planned for it?
a. *The Powerpuff Girls*
b. *Scooby-Doo*
c. *Johnny Bravo*
d. *Dexter's Laboratory*

3. Which fruity candy is destined to appear on PS2 next year in the game Darkened Skye?
a. Skittles
b. Starburst
c. Dots
d. Mike & Ike

4. Which of the following Koei games takes place in ancient Japan?
a. Dynasty Warriors 3
b. Saiyuki: Journey West
c. Kessen II
d. None of the above

5. Which character from SSX is also unlockable in NBA Street?
a. J.P.
b. Moby
c. Mac
d. Elise

6. Who of the following does not play a role in the upcoming movie version of Spider-Man?
a. Willem Dafoe
b. Randy Savage
c. Bruce Campbell
d. Hugh Jackman

7. When did the Final Fantasy series see its American debut, and on what system?
a. 1990, NES
b. 1990, Sega Genesis
c. 1991, Super NES
d. 1992, Super NES

8. According to their original Japanese titles, which Final Fantasy games have not been released in the U.S.?
a. Final Fantasy I & II
b. Final Fantasy I & III
c. Final Fantasy II & III
d. Final Fantasy II & IV

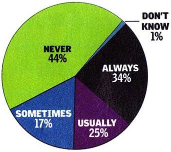
9. Which of the following character names has not appeared in multiple Final Fantasy games?
a. Biggs
b. Cid
c. Garland
d. Tifa

10. Final Fantasy II : Final Fantasy IV :: Final Fantasy III : ______________
a. Final Fantasy II
b. Final Fantasy III
c. Final Fantasy V
d. Final Fantasy VI

Answers
1.b **2.**c **3.**a **4.**d **5.**b
6.d **7.**a **8.**c **9.**d **10.**d

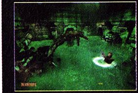
OPM READER POLL

Do You Consult Your Parents Before Purchasing a Game?



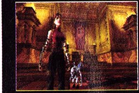
DATA STREAM

Even Darker Now



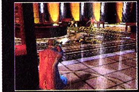
Infogrames has officially announced and shown off the PS2 version of Alone in the Dark. Coming this fall, the game is even scarier than the PS one version.

A Primal Image



From Sony Cambridge, the folks who brought you MediEvil 1 and 2, comes this new PS2 adventure called Primal. According to the developer, the game portrays a struggle between the mortal world and the afterlife. Interesting.

Good or Bad?



Revolution Software, which produced the Broken Sword series, is working on a PS2 Metal Gear Solid-style action title by the name of Good Cop Bad Cop. The game is said to be very mature and will challenge the morals of players.

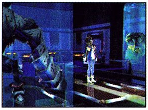
More Deception

Tecmo has revealed that it's working on a new Deception title for the PS2, currently going by the name of Project 0. The dungeon RPG releases in Japan next March and hopefully soon after in the States.

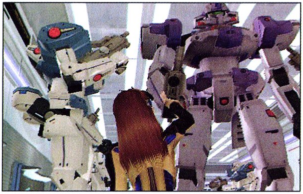
OVERHEARD: MOVIES ON GAMES

"What we are seeing is video games finally taking their place as an accepted source medium in Hollywood. There will be hits, but there will also be huge mistakes because many movie executives don't understand the medium. Someone will try to make Tetris into a movie."

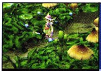
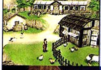
—Larry Kasanoff (producer of both *Mortal Kombat* movies) tells the *Hollywood Reporter* what he fears about game-to-movie adaptations

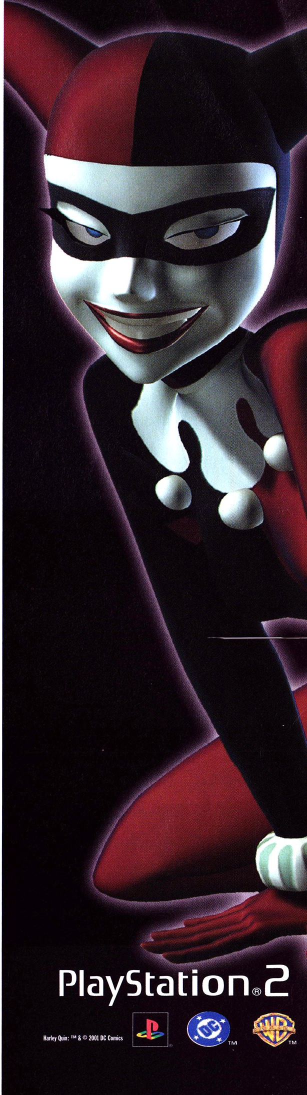


Ready for the RPG Invasion?



In addition to this month's cover highlight, Final Fantasy X, a whole slew of big-name role-playing games are headed to the PS2 in the coming year or so. One of the most anticipated is Namco's Xenosaga (shown to the right), the sequel to Square's PS one RPG Xenogears. The game looks great and will have a soundtrack performed by the London Philharmonic. To help you get a handle on other future RPG releases, we've put together a chart of what's to come.

	NAME	WHAT'S IT ABOUT	RELEASE	THE LOWDOWN
	**Jade Cocoon 2**	Taking a cue from Nintendo's Pokémon series, Jade Cocoon allows you to raise monsters as well as search around in RPG environments. The sequel is being published by Ubi Soft in the U.S. and already features some great-looking graphics.	Winter	The original was mediocre, despite its monster-breeding aspect. Part 2 just looks better.
	Wild Arms 3	The original Wild Arms was one of the first solid RPGs for the PS one back in the day, but the sequel was quickly forgotten. For part 3, Sony is making use of the popular cel-shading technique. The game ships later this year in Japan and will be on DVD.	U.S.: TBA Japan: Fall	Signs point to Sony making a strong attempt at a Square-caliber RPG with part 3. Could be nice.
	Okage: Shadow King	As we told you last month, Sony is bringing Devil and I to the U.S. for a release this fall. The game has now been renamed to Okage and was recently on display in Sony's E3 show booth. It features a unique graphical style and has nicely detailed environments.	Fall	The Tim Burton-inspired character designs are cool, but the battles look awfully simplistic.
	Forever Kingdom	Agetec is currently porting over the sequel to Evergrace for a U.S. release this fall. But the company is also wisely renaming the game because, well, the name Evergrace doesn't exactly have the greatest connotation among RPG fans.	Fall	Don't be fooled—it's still just Evergrace 2. But perhaps it'll be better since it won't be rushed.
	Grandia II	Ubi Soft seems to be going RPG crazy as of late, but picking up the sequel to Grandia was a very smart move (keep in mind, it's from the guys who made Lunar). The sequel features some of the most luscious backgrounds ever seen in an RPG.	Winter	The Dreamcast version of the game already rocks, so get ready for this one.
	Harvest Moon: Save the Homeland	Much to the delight of Harvest Moon fans, Natsume had its latest installment playable at its E3 booth this year. The game also makes use of the ever-popular cel-shading technique and looks surprisingly good. It's said to offer much more play time now, as well.	Fall	The Harvest Moon games have always been solid, but this one looks even better than past editions.
	Shadow Hearts	Developed by Sacnoth, the guys who came up with last year's Koudelka for the PS one, Shadow Hearts is already starting to receive some major hype in Japan. The battles are great, and it has music from the brilliant Yasunori Mitsuda (Chrono Cross, Xenogears).	U.S.: TBA Japan: Summer	Early glimpses have gotten us quite excited (but then again, so did early glimpses of Koudelka).
	**Legend of Legaia 2**	Sony's original Legend of Legaia turned out to be a nice surprise on the PS one, with its innovative battle system. The Tactical Arts System in the sequel allows you to perform fighting game-esque special moves in the battle scenes.	U.S.: TBA Japan: Fall	We're expecting lots more innovation for the sequel, so here's hoping that it comes to the U.S.
	Kingdom Hearts	Square's Disney RPG allows you to take control of new Tetsuya Nomura-designed characters as well as popular Disney characters, and travel through many Disney worlds in your search for King Mickey. Many of the Final Fantasy team members are on the project.	Fall	The video shown off by Square at E3 looked terrific. What a shame the game is still a year away!
	Ephemeral Fantasia	Known in Japan as Reiselied, Konami's first RPG for the PS2 features an infinite time loop, similar to the movie *Groundhog Day*, and follows the story of a bard named Mouse and his guitar, Pachimo. The graphics look very first-generation PS2, but they're solid overall.	Fall	We've played the import and it's very average. Still, a decent RPG to hold people over until FFX.



PlayStation®2

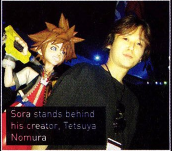
Harley Quin: ™ & © 2001 DC Comics

IT'S A SQUARE WORLD AFTER ALL

Squaresoft and Disney team up to produce an epic role-playing game

We'll admit it—we had doubts about this one at first. When we initially learned that Squaresoft was developing an RPG set in the Disney universe, we wondered how this project could ever work. And when we also found out that Tetsuya Nomura, the character designer for Final Fantasy VII, VIII and X, is both the producer and the character designer, we couldn't help thinking this is just, well, odd. Nomura, who's famous for bringing a realistic aesthetic and moody, technology-suffused environments to the Final Fantasy franchise, has a sensibility that seems at odds with Disney's magical, cartoony style. Could this maverick designer possibly create a world that speaks to Disney and Final Fantasy alike?

But then we saw the game, titled Kingdom Hearts, at this year's E3, and all those early doubts vanished. The game ranks among the biggest surprises of E3—and it's already showing a lot of promise.


Sora stands behind his creator, Tetsuya Nomura

Kingdom Hearts stars a young, spiky-haired boy named Sora, who is swept from his home during a storm and separated from his two friends, Riku and Kairi. While searching for his buddies, Sora joins forces with Captain Goofy and Court Wizard Donald, who are on a quest to find King Mickey. The game will take you through nine Disney settings (the first time different Disney "worlds" and characters have co-existed in one interactive product), including Aladdin, Tarzan, Pinocchio and The Little Mermaid.

Although Nomura was working within a well-established universe, he tells us he had no problem designing his new characters. "We didn't have any guidelines from Disney," Nomura says, "which made it very similar to the Final Fantasy projects in that I had complete freedom to create my own characters." Still, Nomura wanted to be sure that when his creations are "lined up next to the Disney characters—Goofy, Dumbo and Donald—they wouldn't be out of place, or look like they just popped into the Disney world. That's one thing that I had in mind."

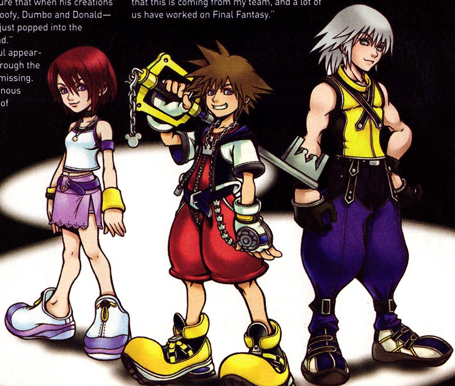
While Kingdom Hearts has a vibrant, colorful appearance, there's a sinister undertone that lurks through the game's world and its storyline. King Mickey is missing. The world is overrun by "the Heartless"—villainous creatures who are plotting to swipe the hearts of souls of others. Throughout the game, Sora and his pals are confronted with deep, troubling, existential questions. All these moody aspects aren't just Final Fantasy fodder—they're also a big part of many classic Disney storylines. And that's why Nomura added a darker element to his new characters as well. "We did a lot of research on characters from the Disney world, because many of them are not all happy and pleasant, and they go through stages and change their moods," Nomura explains.

Due out in fall 2002, Kingdom Hearts is a massive undertaking, with a team of more than 100 members working for two years to produce the game. Kingdom Hearts also boasts a new real-time battle system—although Nomura was coy about the details. "It's a system that we feel we've, well, not invented—but it's very new, to say the least," he says. "But you'll just have to wait until the game comes out to see what we mean."

Will the game work? And is the public interested in such an offbeat collaboration? Nomura realizes that Kingdom Hearts might seem like an odd project, but he remains confident. "I think Final Fantasy has this coolness and Disney has this cuteness—and they have two very different audiences. I want both audiences to see the other sides. If you're a Disney fan, I want you to see the coolness of Final Fantasy, and vice versa," he says. "When people heard of our alliance with Disney, I really don't know what the general response was. But I'm hoping that people think it's a unique title and don't get a negative vibe from it—you know, like, why is Square going toward a kiddie title, teaming up with Disney? I just want them to know that this is coming from my team, and a lot of us have worked on Final Fantasy."

お前は 俺たちが何で
ここにいると思う?

MAGIC
ファイア 1MP
ブリザド 2MP
サンダー 3MP
ケアル 2MP



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Clish MacLaver's
GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

I've spent the past few weeks contemplating my experiences at E3 and how to convey them all without getting anyone into trouble. Aside from the games, E3 is a display of wanton depravity, with the industry's elite drinking their own body weight in alcohol at parties and getting into all kinds of mischief. Of course, I, too, frequent these parties—but simply to observe, you understand. I watched as dancing girls were pawed by Japanese developers, and I waited outside other parties at which Rod Stewart and Coolio were eagerly welcomed for no apparent reason. I giggled at highly paid company executives committing many and varied crimes against fashion. And among all of this, I also found the time to dig up some dirt on the games.

Galaxies Coming to PS2

I was recently privy to a private demonstration of LucasArts and Verant's persistent online game, Star Wars Galaxies. Verant, for those of you who don't know, is the developer of the hyper-addictive online game EverQuest and works closely with Sony Online to feed the habits of hundreds of thousands of gamers every month. The demo of Galaxies I saw was very early, and running on a tricked-out PC, but it looked incredible. Taking place within the timeframe of the original trilogy, the game will allow you to "live" within the Star Wars universe. You can set up home on any one of a number of planets and sort yourself out with a job, or you can choose a more adventurous path by joining either the Rebel Alliance or the Empire and doing your duty for whomever you choose. Later, a space flight and combat pack will be launched, allowing you to soar between the planets and engage in smuggling, piracy or military activities. It's all truly spectacular...and so advanced that it won't be out until fall 2002. When I asked the guys on the team if it was PC-only, their response was far from cryptic. "Our partner is Sony Online," they told me. "So what do you think we're going to do?" Sounds good to me. I'm all giddy. Somebody catch me.

www.lucasarts.com

RUMOR MILL

Despite originally being touted as a PS2 game, Lara Croft creator Toby Gard's new effort, Galleon, is to be an Xbox-exclusive. Booo to him for that. • Riding high from the success of the GT wheel, Logitech is set to produce a number of other fancy game-specific controllers. Are we set for an onslaught of big, phallic joysticks, fishing rods and bendy, rubbery monstrosities? Let's hope so. • There are rumors of a PS2 price drop for this Christmas...no one I spoke to would own up to it, though. Expect to see more "bundles" instead. • I bumped into a very nice chap from Pandemic Studios (who produced the fabulous strategy game Dark Reign for the PC) who was extremely enthusiastic about the fact that the majority of his future products were PS2-based. That should get RTS fans all giddy—and the rest of you are no doubt oblivious to what I'm talking about. • Ascii is working on new versions of Fighter Maker and RPG Maker for PS2. Fighter Maker is said to look absolutely incredible.

More Episodes Available Online

A lot of developers told me that Sony is actively encouraging them to pursue episodic ideas for future games. Those of you who read John and Gary's piece about Tomb Raider last month will have an idea of how this will unfold, but it appears that you'll be buying a "core" game and then later downloading new stories into it from the Internet (and saving them to the PS2 hard drive). This is apparently being encouraged to ensure that the new hard drive and network adapter sell well. Only time will tell if developers decide that this is the way to go. It's definitely the right approach if they want to make more dollars out of us. Plop down $50 for a game, and then even more money to see what happens next. In other words, you and me = over a barrel.

> **"Yes, despite the 'exclusivity' period for Jet Set Future on Xbox, we will see the game."**

Sega PS2 Dominance

Despite lots of press concerning Sega's love-in with Microsoft and its impending affair with Nintendo, a recent chat with my pals at Sega revealed that the majority of the company's output would actually be for the PS2. Did people really expect anything less? Sega has clearly suffered from financial woes for the past few years, so why wouldn't it immediately jump into bed with its most successful former competitor? The press generally seems to have been too preoccupied with the hardcore masturbation of pondering what Sonic would look like on GameCube, or the delights of Crazy Taxi 2 on Xbox, to accept the cold, hard facts of business. There are more PS2s out there than any other new system—mainly because until the beginning of November it will have been the only "new" system available. By this point there will be more than 5 million PS2s in American homes, and probably over 15 million worldwide. It would be monumentally stupid—would it not?—to ignore this. Yes, we can expect all the sports games. Yes, despite the "exclusivity period" for Jet Set Future on Xbox, we will see the game on PS2. Yes, Sonic is almost certainly coming to PS2. Yes, we will see the new ToeJam & Earl. And yes, Crazy Taxi 2 is inevitable.

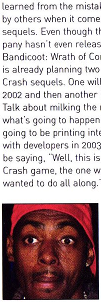
www.sega.com

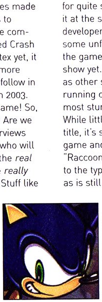
More Crash, Anyone?

It seems that Universal hasn't learned from the mistakes made by others when it comes to sequels. Even though the company hasn't even released Crash Bandicoot: Wrath of Cortex yet, it is already planning two more Crash sequels. One will follow in 2002 and then another in 2003. Talk about milking the name! So, what's going to happen? Are we going to be printing interviews with developers in 2003 who will be saying, "Well, this is the *real* Crash game, the one we *really* wanted to do all along." Stuff like this makes my blood boil. Doesn't bode well for this year's effort, does it?

No Show and No Sleep For Spyro's Successor

One big game was mysteriously absent from Sony's lineup of PS2 titles at this year's E3 show: Insomniac's new adventure. Astute readers will know Insomniac as the makers of Spyro (the first three, anyway—now the Spyro series is in the hands of the sequel milkers at Universal), and should have heard that this team has been hard at work on a new PS2 title for quite some time. Why wasn't it at the show? Sources at the developer admit there were some unforeseen problems and the game just wasn't ready to show yet. It's a shame, though, as other sources who've seen it running claim it's one of the most stunning PS2 games yet. While little is known about the title, it's said to be an adventure game and is currently known as "Raccoon." Whether this refers to the type of creature you play as is still unknown.





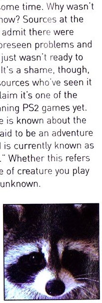


Photo of Coolio by Steve Granitz/WireImage.com

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DCSHOECO
SIZE REALLY DOES MATTER.
A
B
C
D
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F
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ROB DYRDEK DOING A FRONTSIDE 50-50 DOWN A HUGE 20 STAIR HANDRAIL.

PHOTO CARL HYNDMAN.

ROB DYRDEK'S NEW SIGNATURE MODEL, THE **EXACTA.**

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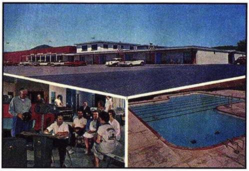


Bookmarks

www.thelogbook.com
It's sort of a visual hodgepodge, but this site holds tons and tons of old-school video-game info. It's mostly arcade and pre-NES stuff, but there are plenty of forgotten gems within.

www.lileks.com
No, don't ask, just go. Go now.

www.theunderdogs.org
If you ever used a monochrome screen, if the words "maximum verbosity" mean anything to you, if you are actually able to program in BASIC—this site is for you. Some of the best and least-known PC games in history, complete with synopses and links to how to get your hands on a copy today. Pure nostalgic bliss.

www.argonauts.on.ca/SlamCurling1999Brier/mar7_hunka.html
Cornbrooms? Stones? It must be Canada and it must be curling.

www.aaroncake.net/spuds/survey.asp
With projectiles ranging from goldfish crackers to dynamite-stuffed potatoes, and distances of up to 10,000 feet achieved, this spud-gun survey page is one explosive read.

www.lileks.com/postcards/rest/pollydan.html
You just *had* to ask, didn't you? All right, make sure you don't miss this one, or the Beefseeker will come for us all.

www.robscape.com
Home of healthy, puffy snacks like Pirate's Booty, Veggie Booty and Fruity Booty. Embrace the Booty!

www.research.att.com/~mjm/cgi-bin/ttsdemo
A text-to-speech synthesizer, perfect for re-enacting scenes from the now-passé (golly, that was fast) All Your Base video.

www.nutz.org
A large, varied collection of all kinds of oddities from the Web, from humor to commercials to guitar tablature.

www.playstationmagazine.com
It's growing. Expanding. Soon it will encompass all that is. Be a part of it. It doesn't hurt a bit.

TOP ALBUM SALES

Billboard.com

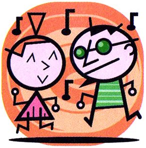
1	1. ***Break The Cycle,*** **Staind (Flip/Elektra)**
2	2. ***Survivor,*** **Destiny's Child (Columbia)**
3	3. ***Soundtrack: Moulin Rouge*** **(Twentieth Century Fox Film Corp)**
4	4. ***Lateralus,*** **Tool (Tool Dissectional/Volcano)**
5	5. ***Now 6,*** **Various Artists (Sony/Zomba/Universal/EMI)**
6	6. ***Miss E...So Addictive,*** **Missy "Misdemeanor" Elliott (The Gold Mind/Elektra)**
7	7. ***All For You,*** **Janet (Virgin)**
8	8. ***Malpractice,*** **Redman (Def Jam)**
9	9. ***Weezer,*** **Weezer (Geffen)**
10	10. ***Drops Of Jupiter,*** **Train (Aware/Columbia)**

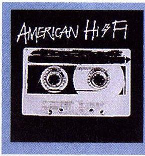
For the week of June 16. Compiled from a national sample of sales reports collected, compiled and provided by SoundScan. © 2001, BPI Communications Inc. and SoundScan Inc.

Sound Station

By John Scalzi

This month's edition features three artists featured on the smokin' Gran Turismo 3 soundtrack, as well as two up-and-comers from MX 2002 featuring Ricky Carmichael.





American Hi-Fi: *American Hi-Fi*

Island Records
Featured In: MX 2002 featuring Ricky Carmichael

There's something to be said for uncomplicated rock 'n' roll of the sort found here. It's good enough to know you like it without being so good you really have to pay attention to it. You'll bob your head along agreeably and absent-mindedly, regardless of whether you're driving, playing with your PS2, or performing delicate open-heart surgery. Yes, this ain't exactly high praise—but can *you* make a whole CD of mostly cool tunes?

Final Score ●●◖

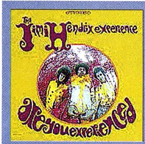
THE CULT
LOVE

The Cult: *Love*

Beggar's Banquet Records
Featured In: Gran Turismo 3: A-spec

Too bad Ian Astbury has lopped off his hair. With it, he looked like a Rock God, which was good for him, because The Cult is a second-rate hard-rock outfit at best. *Love* pretty much shows this out—outside of "She Sells Sanctuary," an admittedly righteous tune, *Love* is embarrassingly histrionic and thudding, and Astbury comes across as Jim Morrison's annoying second cousin. And—get this—it's The Cult's best album.

Final Score ●●

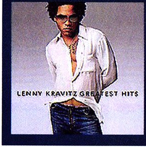


The Jimi Hendrix Experience: *Are You Experienced?*

MCA Records
Featured In: Gran Turismo 3: A-spec

I'd love to be able to pull off the contrarian critic thing, and talk about how *Experienced* is massively overrated, but it's not, so I can't. This album totally scores across the board. Critic geeks will gush about Jimi's mastery of the guitar, but us normal people are busy grooving to "Purple Haze," "Hey Joe," "May This Be Love," or any other seven tracks you'd care to name. If you love rock, you should have this album.

Final Score ●●●●●



Lenny Kravitz: *Greatest Hits*

Virgin Records
Featured In: Gran Turismo 3: A-spec

It's easy—and fun!—to make fun of Lenny Kravitz, because the man has not a single original creative bone in his body, but I think that's doing Kravitz a grave misservice. Sure, Kravitz is a rampant kleptomaniac in the musical-influence 7-11, but he only steals the choicest bits, and he serves them up hot and steaming. *Greatest Hits* is a testimonial to the skill of his theft: Original or not, Kravitz is good at what he does.

Final Score ●●●●

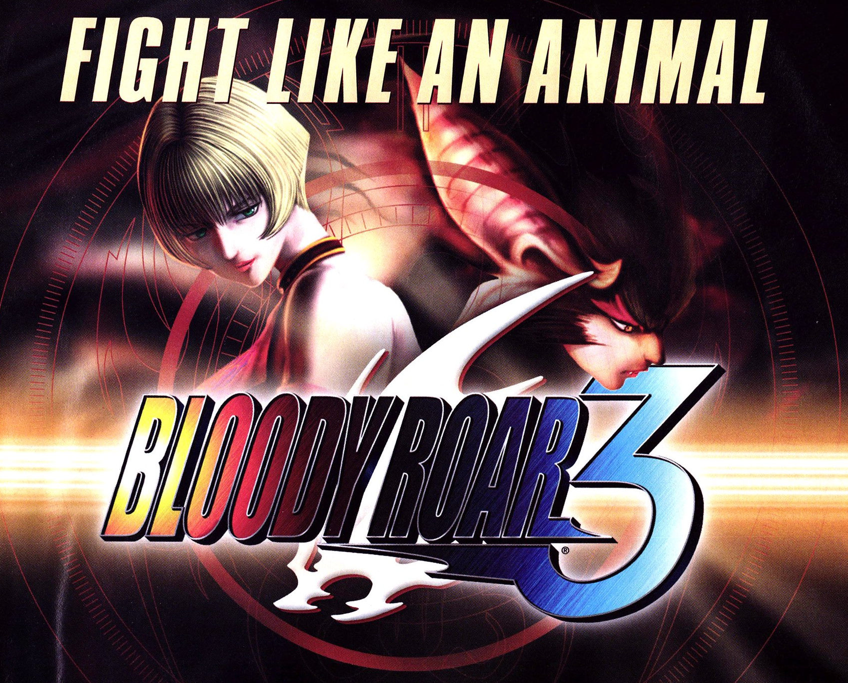
Sum 41: *All Killer No Filler*

Island Records
Featured In: MX 2002 featuring Ricky Carmichael

Here's the scenario: Blink 182 is on its way to the stage to rock out—when suddenly someone spills a Fresca and all three of the Blinkers slip and break their legs! While they're writhing on the stage ramp, screaming for their mommies, the members of Sum 41, who *just happen* to be standing around nearby, hop onto the stage and perform in Blink 182's place! And no one in the audience notices the difference! At all!

Final Score ●●●◖

John Scalzi has been a music critic since a time when people actually drank Fresca. Visit his Web site at www.scalzi.com, or stay away from stage ramps. Catch our drift? Don't make us get graphic.



From the creators of Bloody Roar® 1 and 2 comes Bloody Roar® 3—the newest in the critically acclaimed fighting series. Unleash the beast within, transforming into your animal life-form mid-fight for the ultimate showdown. Fighting has never looked this good—or been this brutal.

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Experience brutal single-player and multiplayer action, plus amazing special effects and animations (60 fps).

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TOP DVD SALES

Billboard.com

1	Vertical Limit *(Columbia TriStar)*
2	Dungeons & Dragons *(New Line)*
3	What Women Want *(Paramount)*
4	Miss Congeniality *(Warner)*
5	The Emperor's New Groove *(Disney)*
6	Sex and the City: Second Season *(HBO)*
7	Big Trouble In Little China (Special Edition) *(Fox)*
8	Pay It Forward *(Warner)*
9	Tora! Tora! Tora! (Special Edition) *(Fox)*
10	Requiem For A Dream (Director's Cut) *(Artisan)*

For the week of June 16. Compiled by a national sample of sales reports. © 2001, BPI Communications Inc. and SoundScan Inc.

DVD News

TRUE DELICACIES

In conjunction with the DVD release of *Hannibal: Special Edition* on Aug. 21 (a two-disc set that will include 35 minutes of deleted scenes, five making-of featurettes and more), MGM will also release *The Silence of the Lambs: Special Edition. Lambs* will include 20 minutes of deleted scenes and a new documentary featuring interviews with Jodie Foster and Anthony Hopkins.

A FORCE TO BE RECKONED WITH

Sources inside the Lucas compound tell us that *Star Wars: Episode I—The Phantom Menace* will be out on DVD in November. No word yet on any extras (and *still* no word on the original trilogy), but rumor has it the package will be a two-disc set. However, Mr. Lucas has previously hinted that he would hold out on big DVD productions until *all three* new films are complete. We'll see.

THROW ME THE IDOL, I'LL THROW YOU THE WHIP

In other Lucas news, our friends at thedigitalbits.com report a rumor that the Indiana Jones trilogy may be available sometime next year. It's been 20 years since *Raiders of the Lost Ark* was released—we say it's about time.

BOLDLY GO...HOME

Also from thedigitalbits.com: Paramount is expected to begin releasing DVDs of *Star Trek: The Next Generation, Deep Space Nine* and *Voyager* by the end of the year. Expect full-season packages instead of the two-episode discs published for the original series. As far as we're concerned, that's the way to go.

READY YOUR PINCERS OF POWER

Oh, nostalgia. We'll be swimming in it when *The Goonies* releases on Aug. 21. The package will include a making-of documentary, commentary by director Richard Donner and deleted scenes.

MORE THAN MEETS THE EYE

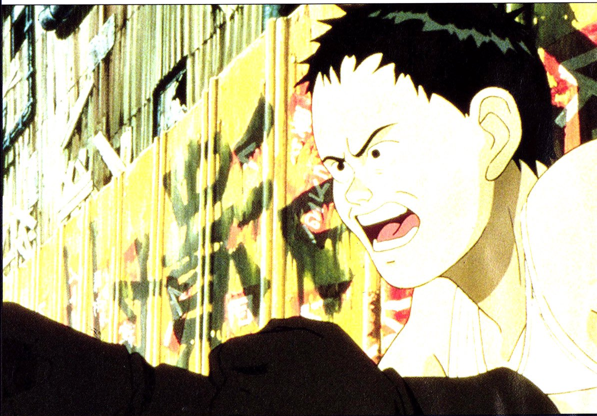
According to Rhino Home Video, the entire first season of *The Transformers* will become available this fall. The package will be a five-DVD set, including the recently released *Villains*.

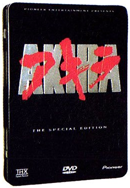
WE ARE THE MUSIC MAKERS...

...and we are the dreamers of dreams. *Willy Wonka and the Chocolate Factory: Special Edition* is due to release on Aug. 28, with a new documentary, deleted scenes and outtakes, and commentary by the child actors from the film—now all grown up.

DVD Reviews

by John Scalzi





STARRING:
Mitsuo Iwata, Nozomu Sasaki

AKIRA: THE SPECIAL EDITION

Anime's equivalent to *Birth of a Nation*, and the only anime movie that even non-anime-niacs have heard of. (Settle down, you freaks. You know it's true.) To the uninitiated, it makes not a lick of sense—it's just a blur of freaky imagery and intense teenagers riding motorbikes around a dystopian future world—but even the terminally clueless can't take their eyes off it. Confusing but brilliant. The limited edition features a restored version of the film, with THX and new dubbing and subtitles, plus an extra disc with making-of and restoration documentaries, storyboards, artwork and an interview with director Katsuhiro Otomo.

Movie Score ●●●● **DVD Extras Score** ●●●●

DIE HARD: THE ULTIMATE COLLECTION

(Bruce Willis, Samuel L. Jackson)

For those of you who just can't get enough of Bruce Willis saying, "Yippie Ki Yay," etc., etc., here's a six-DVD set that's got it all: All three movies, plus an extra DVD for each film jammed with goodies like deleted scenes, script-to-screen comparisons, game demos, gag reels and TV specials. Also included: commentary by directors, special-effects people and other crew. Really worth it for die-hard *Die Hard* fans.

Movie Score ●●●●
DVD Extras Score ●●●●●

THE GIFT

(Cate Blanchett, Hilary Swank)

Underappreciated Southern gothic with a great cast (including Cate Blanchett and Hilary Swank) and crew (director Sam Raimi and screenwriter Billy Bob Thorton). Blanchett is a psychic who finds herself a little too wrapped up in a murder mystery, thanks to her pesky supernormal powers. Funny how psychics never use their powers to win the lottery. Anyway, better than you've been led to expect—if you've even thought about this film at all. Lousy extras, alas: a music video and a trailer.

Movie Score ●●●◖
DVD Extras Score ●

PLANET OF THE APES:

FROM CHIMPAN-A TO CHIMPANZEE

In preparation for Tim Burton's new imagining of the *Planet of the Apes* saga, we went looking for the original *Planet of the Apes* DVDs, to prime ourselves for primate fun. And, well, there's good news and bad news and sorta-not-bad news here.

The good news is that there's a *Planet of the Apes* boxed set: *Planet of the Apes—The Evolution.* It includes all five flicks as well as a documentary hosted by Roddy McDowell, who played Cornelius. The bad news is that this boxed set is currently out of print. While you can probably find the individual DVDs or the entire box for rental, purchasing it at the moment entails buying it used. The documentary DVD, *Behind the Planet of the Apes,* will be available right around the time the movie comes out, but that's it.

The sorta-not-bad news: The DVD boxed set will be rereleased on Aug. 21. So don't buy used. There's no point paying double. If you just can't wait that long, then perhaps you should consider the now-available VHS *Planet of the Apes* Collector's Edition Gift Set, which again features all five films. But, well...it's VHS.

Or—here's a thought—you might read the book. No one seems to know that *Planet of the Apes* was originally a novel, and a well-regarded one at that, by Pierre Boulle, who also wrote *Bridge on the River Kwai* (which you also know from the movie. Poor Pierre). The book has just been rereleased in paperback; you'll find it in the sci-fi section.

THE FAMILY MAN SPECIAL EDITION

(Nicolas Cage, Tea Leoni)

High-powered executive bachelor Nicolas Cage wakes up one morning to find he's a married blue-collar schlub with kids. On the other hand, his wife turns out to be Tea Leoni. This is a fair trade. *Family Man* is basically *It's a Wonderful Life* in reverse, with Cage pretending to be Jimmy Stewart (something, if you check Cage's filmography, that he actually does quite a bit). It's not a classic, but it's not bad, either, if you're in the mood for mush. Includes director, producer and writer commentary, outtakes and deleted scenes, and commentary by my favorite composer, Danny Elfman.

Movie Score ●●●
DVD Extras Score ●●●◖

MONKEYBONE SPECIAL EDITION

(Brendan Fraser, Chris Kattan)

The movie that would have ruined Brendan Fraser's career, had he not had *The Mummy Returns* to fall back on. *Monkeybone* was almost universally reviled by the critics, but I'm betting that this weird, weird, weird little flick becomes a cult classic, if for no other reason than the seasick stop-motion magic of Henry Selick (who directed the much more fabulous *Nightmare Before Christmas*). There's a plot, but don't bother—just watch for the eye candy. DVD extras are nice, too: an alternate ending, 10 deleted scenes, blue-screen galleries and director commentary.

Movie Score ●◖
DVD Extras Score ●●●◖

ONCE UPON A TIME IN CHINA 1, 2 & 3 THREE PACK

(Jet Li)

No DVD extras. None. (Well, subtitles, because these movies are in Cantonese and Mandarin. But that doesn't count.) On the other hand, who gives a crap? Jet Li kicks serious ass as folk hero Wong Fei Hung in three separate installments of the series, reminding us all that while American movies sure blow things up real good, it's the Hong Kong cinema that really remembers how to deliver the action goods. Essential—and fun!—for any fan of Hong Kong film.

Movie Score ●●●●
DVD Extras Score N/A

SNATCH—SPECIAL EDITION

(Brad Pitt, Benicio Del Toro)

Snatch is one of those movies that's in love with being a movie—director and writer Guy Ritchie (you know him as Mr. Madonna) slams the viewer around fiercely in this diamond-heist caper, enough so that it's mostly impossible to figure out who's doing what to whom and why. But it's fast and funny enough that you're having fun trying to figure out what's going on. Plus Brad Pitt is hella funny as a gypsy who seems to be speaking in tongues. Special edition includes director's commentary, deleted scenes, storyboard comparisons and subtitles—interesting in Pitt's case.

Movie Score ●●●●
DVD Extras Score ●●●◖

THIRTEEN DAYS SPECIAL EDITION

(Kevin Costner)

Those dirty Commies try to put nuclear warheads into Cuba, and the only thing standing between us and a mushroom cloud is Kevin Costner. Uh-oh. Costner does his patented upright citizen thing, and so long as you don't confuse this version of the Cuban Missile Crisis with actual verifiable history, everything should be hunky-dory. The special edition comes nicely loaded, with historical nuggets and documentaries, as well as director commentary and some neat special-effects deconstructions.

Movie Score ●●●
DVD Extras Score ●●●●

V: THE ORIGINAL TV MINI-SERIES

(Marc Singer, Michael Ironsides)

Aliens come to turn us all into slaves, and only the Beastmaster can stop them! Sorry, I'm mixing up my Marc Singer-starring vehicles. The truth is that *V* stunk mightily—second-rate science fiction made third-rate by the fact it was made for TV (and early '80s TV at that, which stinks more than most)—but it's cheesy, campy fun. What would be supercool is if there were a *Mystery Science Theater 3000* commentary track for this DVD, but there's just the usual commentary by the director and some gag reels. Perfect for when you can't get your Sci-Fi Channel fix.

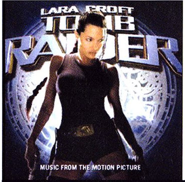
Movie Score ●●
DVD Extras Score ●●◖

WAYNE'S WORLD: THE COMPLETE EPIC

(Mike Myers, Dana Carvey)

It's an exceptionally rare movie based on a *Saturday Night Live* character that is actually worth watching even once, so the fact that *Wayne's World* is still barf-inducingly funny nearly a decade (!) later says something; indeed, it's at the head of the "dumb schmoe" genre, otherwise populated by Bill and Ted flicks. Shame that *Wayne's World 2* blows hot monkey chunks. What are you gonna do. This set bundles the two together. Extras aren't much, though—just director commentaries. But worth it for the "Bohemian Rhapsody" scene alone.

Movie Score ●●●●
DVD Extras Score ●●



On the Front Line

Like many of the contributors to the *Tomb Raider* soundtrack, Delerium's Bill Leeb is no stranger to video games. Though not a big gamer himself, he did co-write much of the music for Quake III with his other band, Frontline Assembly. But as Delerium, he got a lot closer to Lara than most guys we know.

Not being a big gaming fan, how familiar were you with the Tomb Raider games?

BILL LEEB: I've seen them. It's actually pretty big in Europe. In fact, there's even a Tomb Raider soundtrack over there that had a track from [Frontline Assembly's] album, *Flavour Of The Week.*

Did you get to see any of the movie in advance?

Actually, I saw clips of it when I rented some other movie. I didn't even know what it was at first, I just thought, "Whoa, this looks cool," without knowing what it was. And it wasn't until later that I found out we were going to be on the soundtrack.

Your contribution, "Terra Firma (Lara's Mix)," is a remix of a tune from your *Poem* album. What exactly is a Lara Mix?

Well, we just made it sound a little harder. We pulled out a few of the more world-music elements, though the song itself is still essentially the same.

Do you know how the song is used in the film?

We have the big shower scene. That's what I heard, anyway. I think they just heard our song, and put it into the scene they were editing [at the time], and it fit right where they wanted it.

So, since you have a song on the soundtrack, do you think they'll give you free tickets to the movie?

I get the feeling that, when it comes to the importance factor, we're pretty low on the scale. But I'd love to go to the premiere.

—Paul Semel

Coming Soon

8/7/2001
3,000 Miles to Graceland
Best of the Chris Rock Show: Volume 2
John Carpenter 3-pack: Starman, Christine and Vampires

8/21/2001
The Silence of the Lambs: Special Edition
Hannibal: Special Edition
The Goonies
John Waters 2-pack: Polyester and Desperate Living

8/28/2001
Forrest Gump: Special Collector's Edition
Willy Wonka and the Chocolate Factory: Special Edition

9/4/2001
The Neverending Story
The Neverending Story II: The Next Chapter

9/18/2001
It's a Mad, Mad, Mad, Mad World
King Solomon's Mines

the silence of the lambs
HANNIBAL
GOONIES
Tom Hanks is Forrest Gump

HOLLYWOOD BANTER

photo by George Holz/Corbis Outline

A-Team Cast

If you have a problem, if no one else can help... apparently you can call Mel Gibson in his rumored role as Col. John "Hannibal" Smith in the much-hyped *A-Team* remake. The ubiquitous Brendan Fraser is up to play Lt. Templeton "Face" Peck, while the not-like-Mr. T-at-all Taye Diggs will be tough guy Sgt. Bosco "B.A." Baracus. *Shanghai Noon* star Owen Wilson is set to play Capt. "Howling Mad" Murdock. Filming is slated to start later in the year.

Lord of the Rings Extreme

Information on the eventual *Lord of the Rings* DVDs has turned up recently. According to *Variety*, director Peter Jackson has already started preliminary work on what will be included in a Director's Cut box set that will hit stores in 2004. The paper reports that these versions of the three films will contain some "extreme" footage that's being cut out of the movies, due to start hitting theaters later this year. There's no indication of what "extreme" means, but given Jackson's history it could be some gory stuff. Also, word has it that the DVDs will make extensive use of hours of behind-the-scenes video footage that had been shot during production.

www.variety.com

Jolie in for Sci-Fi Thriller

The divine Ms. Lara Croft, Angelina Jolie, is in talks to play an alien law-enforcement officer sent to Earth to hunt down criminal extraterrestrials in the $13 million British-backed *Under The Skin*. According to Web site Ananova, the movie has Jolie's character driving around, picking up lonely alien hitchhikers, and then killing them. It's all very sweet and lovely, then. A source close to the film says, "Jolie would be superb and she enjoyed making *Tomb Raider* in Britain. So, it's a question of talking her into coming back." The film is due to go into production next spring.

www.ananova.com

American Psycho Shatner

We have to wonder if maybe they're making this one up, but Brit movie magazine *Hot Dog* reported that a spectacularly ill-advised sequel to *American Psycho* is in the offing...with *Star Trek* stalwart William Shatner starring. Shatner is said to be playing an FBI profiler who has retired to academia after dealing with nutjob Patrick Bateman. According to *Hot Dog*, good ol' Cap'n Kirk has already begun shooting on a college campus in Toronto, and neither Bateman nor his alter ego, Christian Bale, will be making an appearance in the movie. Just to give you an inkling of the direction this project is taking, the working title is rumored to be *American Psycho 2: The Girl Who Wouldn't Die.* All together now: "What the f—?!"

www.hotdogmagazine.com
www.filmforce.com

Horrific Bond News

Hollywood studio MGM seems keen to make sacrilegious changes to the James Bond franchise, according to *Hot Dog*. The magazine's Web site reports that MGM wants to "introduce a more urban, hip-hop feel to the next Bond flick, with *Rush Hour* director Brett Ratner as first choice." The site quotes an MGM writer as saying, "MGM is convinced it can make more money out of Bond by diluting his Britishness and making the movies more American in style. The decision will have huge consequences for the future. A few films down the line and Bond could become a jiving homeboy." What's next? A gangsta Mary Poppins?

Current Bond star Pierce Brosnan is said to be horrified by this turn of events, which has led to speculation over who might play the next Bond. Brit hunk Clive Owen is currently thought to be the top choice. Owen has appeared in *ER*, and will soon be seen in *The Bourne Identity* opposite Matt Damon.

www.hotdogmagazine.com

Hopkins to Join X-Men 2?

Rumors abound over at 4Filmmakers.com that Sir Anthony Hopkins will join fellow aging thespians Sir Ian McKellen and Patrick Stewart on *X-Men 2*. Since 4Filmmakers nailed the casting of Hayden Christensen in *Episode II*, people are paying serious attention to this news. Also mentioned in association with the project is fast-rising actor Scott Caan (son of James), possibly in the role of Gambit or Beast.

www.4filmmakers.com

Enterprise Launching in August

Star Trek franchise head honcho Rick Berman spoke of the new series with the *Chicago Tribune*, saying, "[We] produced 526 hours of television in the 24th century and three motion pictures, and a fourth one coming. It was time for something new.... For us, going back to a time when deep space travel was new to humans, it gives us a chance to truly see humans going where no man has gone before." Berman also talked about the benefits of the series being set closer to our own time, saying, "It gives us a chance to deal with more contemporary characters because they're closer to us now. And it also will give the fans, I think, a wonderful opportunity to see things that they know will be coming in future centuries in their infant stages, and seeing them being developed and worked out."

Meanwhile UPN entertainment chief Tom Nunan spoke briefly with the *New York Post* about some of the design elements of the coming series. "The controls inside the ship look like the kind of controls we've seen on videos from inside the Space Shuttle and the new space-station," Nunan said. "The uniforms look like the NASA uniforms that we're more familiar with."

Expect *Enterprise* (it's not being called *Star Trek* anymore) to hit UPN this August, along with the biggest marketing push ever for the network.

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DUDE, Where's my Car?
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SEANN WILLIAM SCOTT
DUDE, Where's my Car?
"Wildly Hilarious!"
ASHTON KUTCHER
SEANN WILLIAM SCOTT
DUDE, Where's my Car?
"Wildly Hilarious!"

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PG-13
FOR LANGUAGE, SOME SEX AND DRUG RELATED HUMOR

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TOP 10 CHARTS

PS2 Top 10

It always surprises us when certain games jump all the way to the top spot. The last surprise: Knockout Kings 2001. We haven't heard from it since. This month, Gauntlet: Dark Legacy swarmed the charts to grab the No. 1 position. Will it, too, fade like KK2001?

	Last Month	Title / Publisher	Rating
1	—	Gauntlet: Dark Legacy *Midway*	●●●◐

There are a couple of theories as to why the latest Gauntlet has catapulted into the top spot over games like Crazy Taxi, ZOE and Onimusha. Our first thought is that there are plenty of gamers hungry for that old arcade experience of walking around and hearing "Valkyrie needs food badly." Our second theory: Chris Baker has bought all the copies by himself. Both theories are relatively sound.

CBAKE
15
2138

	Last Month	Title / Publisher	Rating
2	4	ATV Offroad Fury *Sony CEA*	●●●●
3	1	Onimusha: Warlords *Capcom*	●●●●
4	—	Crazy Taxi *Acclaim*	●●●●

Finally, Crazy Taxi has graced the PS2. Nice to see that Sega games are making a quick splash on their new home.

	Last Month	Title / Publisher	Rating
5	3	Madden NFL 2001 *EA Sports*	●●●●◐
6	—	Tekken Tag Tournament *Namco*	●●●●◐
7	2	Zone of the Enders *Konami*	●●●●◐
8	5	Triple Play Baseball *EA Sports*	●●
9	—	Midnight Club *Rockstar*	●●●●
10	—	NBA Live 2001 *EA Sports*	●●●

Source: NPD TRSTS Video Games Service, mid-May 2001. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games

1	Ico	*Sony CEA*
2	Final Fantasy X	*Square EA*
3	Metal Gear Solid 2	*Konami*
4	Tony Hawk 3	*Activision*
5	Jak & Daxter	*Sony CEA*
6	SSX: Tricky	*EA Big*
7	Silent Hill 2	*Konami*
8	Devil May Cry	*Capcom*
9	Maximo	*Capcom*
10	NFL 2K2	*Sega*

Japan's Top 10 PS2 and PS one Games

1	Gran Turismo 3 (2)	*Sony CEJ*
2	World Stadium 5 (1)	*Namco*
3	From TV: Grand Battle (1)	*Bandai*
4	SD Gundam: G Gen. (1)	*Bandai*
5	Oni Zero (1)	*PandoraBox*
6	Tokyo Bus Guide (2)	*Success*
7	Robot Taisen A.G. (1)	*Banpresto*
8	The Tetris (1)	*Success*
9	Time Crisis Project Titan (1)	*Namco*
10	Winning Eleven 5 (2)	*Konami*

OPM's Most Wanted PS one Games

1	Syphon Filter 3	*Sony CEA*
2	Spider-Man 2	*Activision*
3	T. Metal: Small Brawl	*Sony CEA*
4	Hoshigami	*Atlus*
5	Dragon Warrior VII	*Enix*
6	Tales of Destiny 2	*Namco*
7	X-Men: Mutant Acad. 2	*Activision*
8	Black & White	*(TBD)*
9	Castlevania	*Konami*
10	Hooters Road Trip	*Ubi Soft*

Top 10 Selling Games, All Systems

1	Mario Party 3 (N64)	*Nintendo*
2	Zelda: Seasons (GBC)	*Nintendo*
3	Zelda: Ages (GBC)	*Nintendo*
4	Pokémon Stad. 2 (N64)	*Nintendo*
5	Pokémon Silver (GBC)	*Nintendo*
6	Pokémon Gold (GBC)	*Nintendo*
7	Gauntlet: DL (PS2)	*Midway*
8	ATV Offroad Fury (PS2)	*Sony CEA*
9	Onimusha (PS2)	*Capcom*
10	Crazy Taxi (PS2)	*Midway*

PS one Top 10

We are mad at you. Our top six games have an average score of 2.3. Which means you're buying games that we'd pay you *not* to play. Your $9.99 would be better spent by lighting it on fire. Look, if you have only 10 bucks, we have two words: Top Shop. Buy it. That is all.

	Last Month	Title / Publisher	Rating
1	—	Spec Ops: Ranger Elite *Take 2 Interactive*	●

We loved the first one so much, we gave it a one. We loved this one equally as much. (Note: We are employing sarcasm.) Instead of rambling, here's a highlight from last month's review: "The presentation is fundamentally the same (as the first game), which is to say it's utterly atrocious." And, "The animation is dire, and often things look so bad that it's very difficult to see what is going on at all."

BUDDY KILLED!
84 / 8
2

	Last Month	Title / Publisher	Rating
2	2	Gran Turismo 2 *Sony CEA*	●●●●●
3	10	ATV: Quad Power Racing *Acclaim*	●
4	7	Digimon World 2 *Bandai*	●●
5	1	Tomb Raider: Last Revelation *Eidos*	●●●●
6	5	Spec Ops *Take 2 Interactive*	●
7	9	Tekken 3 *Namco*	●●●●●
8	—	Mat Hoffman's Pro BMX *Activision*	●●●●

Mat Hoffman debuts at No. 8, but expect to see it on the charts for a long time. It's a word-of-mouth game, just like THPS.

	Last Month	Title / Publisher	Rating
9	3	Tony Hawk's Pro Skater 2 *Activision*	●●●●●
10	—	Darkstone *Take 2 Interactive*	●●●◐

Source: NPD TRSTS Video Games Service, mid-May 2001. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

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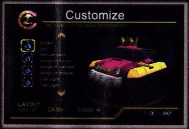
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OK
BACK

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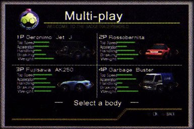
Multi-play
1P Geronimo Jet J
2P Rossobernita
3P Fujisawa AK250
4P Garbage Buster
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Acceleration
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Braking
Weight
— Select a body —
OK
BACK

1 to 4 players for added excitement

Build the car of your dreams!

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00 04 35
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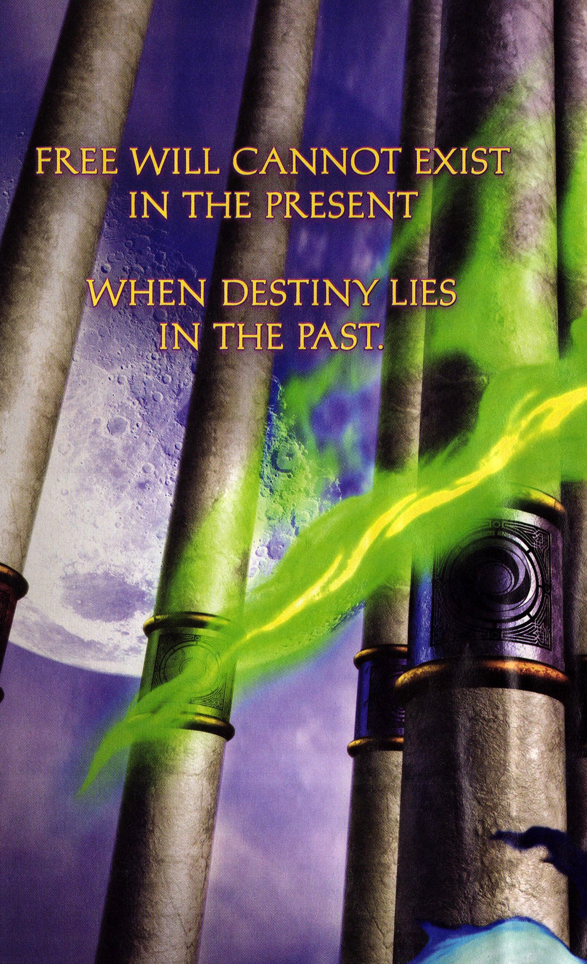
+ Incredibly detailed gothic architectures and environments.

+ Acquire new Soul Reaver weapon enhancements, physical abilities and relics.

+ Enhanced graphics & combat system.

+ Devour the souls of new ememies



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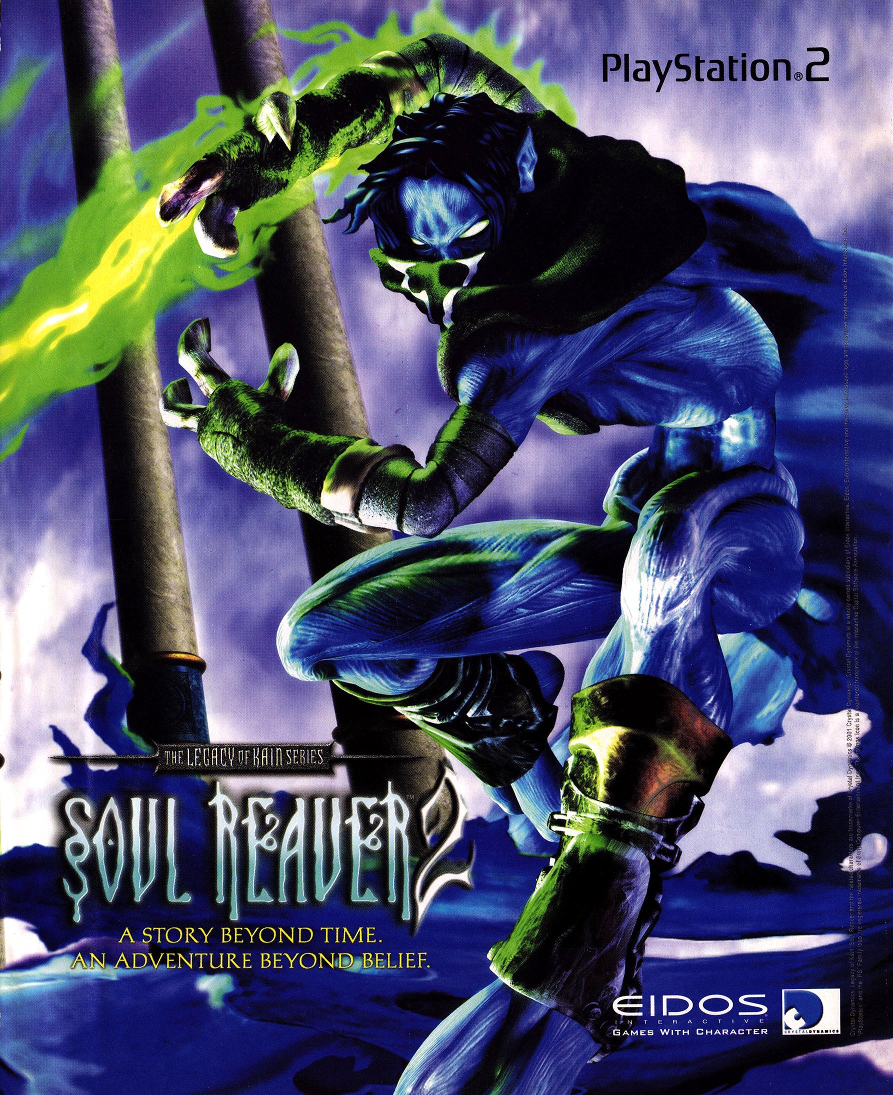
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Coming Soon

July		
Ephemeral Fantasia	Konami	RPG
Extermination	Sony CEA	Adv.
MS Gundam: Journ./Jaburo	Bandai	Action
Klonoa 2: Lunatea's Veil	Namco	Action
Rune: Viking Warlord	Take 2	Action
August		
18 Wheeler	Acclaim	Racing
Giants: Citizen Kabuto	Interplay	Adv.
Half-Life	Sierra	FPS
Ico	Sony CEA	Action
LeMans 24 Hours	Infogrames	Racing
NCAA Football 2002	EA Sports	Sports
Okage: Shadow King	Sony CEA	RPG
Paris-Dakar Rally	Acclaim	Racing
Portal Runner	3DO	Action
RE-Code: Veronica X	Capcom	Adv.
Test Drive Off-Road: WO	Infogrames	Racing
September		
Arctic Thunder	Midway	Racing
Baldur's Gate: DA	Interplay	RPG
Batman: Vengeance	Ubi Soft	Action
Commandos 2	Eidos	Strategy
Conflict Zone	Ubi Soft	Strategy
Dave Mirra BMX 2	Acclaim	X-Sports
ESPN X Games: Skatebrdg	Konami	X-Sports
Evil Twin	Ubi Soft	Adv.
Lotus Challenge	Interplay	Racing
Madden NFL 2002	EA Sports	Sports
Monster Rancher 3	Tecmo	RPG
NHL Hitz 20-02	Midway	Sports
Project Eden	Eidos	Adv.
RLH	Interplay	Adv.
Silent Hill 2	Konami	Adv.
Soul Reaver 2	Eidos	Adv.
Spy Hunter	Midway	Action
Supercar Street Challenge	Activision	Racing
Thunderstrike: Op. Phoenix	Eidos	Action
Trophy Bass	Sierra	Fishing
October		
Casper: Spirit Dimensions	TDK	Action
ESPN NFL Prime Time	Konami	Sports
Grand Theft Auto III	Rockstar	Action
Minigolf Maniacs	Sierra	Sports
MS Gundam: Zeonic Front	Bandai	Strategy
The Mummy Returns	Universal	Action
NFL 2K2	Sega	Sports
NFL Blitz 20-02	Midway	Sports
Shaun Palmer Snowboarder	Activision	X-Sports
SOCOM: U.S. Navy SEALs	Sony CEA	Action
Wave Rally	Eidos	Racing
Future Releases		
Age of Empires II	Konami	Strategy
Aliens: Colonial Marines	Fox Int.	Action
Blood Omen 2	Eidos	Adv.
Crash Bandicoot: TWoC	TBA	Action
Dead to Rights	Namco	Action
Devil May Cry	Capcom	Adv.
Dragon Wars of M&M	3DO	Action
Driven	bam!	Racing
Duke Nukem: D-Day	Rockstar	Adv.
ESPN Nat'l Hockey Night	Konami	Sports
Final Fantasy X	Square EA	RPG
Frogger: The Great Quest	Konami	Action
Gitaroo-man	Koei	Action
Herdy Gerdy	Eidos	Adv.
Hot Shots Golf 3	Sony CEA	Sports
Jak and Daxter: TPL	Sony CEA	Action
James Bond 007 in...AUF	EA Games	FPS
Kessen II	TBA	Strategy
Legend of Alon D'ar	TBA	RPG
Legion: Legend of Excalibur	Midway	Strategy
The Lost	Crave	Adv.
Metal Gear Solid 2: SoL	Konami	Adv.
NBA 2K2	Sega	Sports
NBA ShootOut 2002	Sony CEA	Sports

Madden NFL 2002

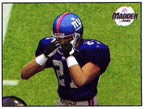
Improvements, additions and football, too!

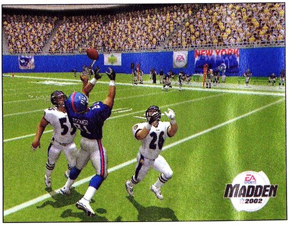
Last year, looking into the eyes of a player in Madden NFL 2001 for PS2 was somewhat hypnotizing. Or scary. Or both. The faces all looked the same: stretched out, surreal and spooky. With new face technology, **EA Sports** has remedied that minor flaw. The bodies, too, have undergone great improvements. Instead of defensive backs all sharing the same shell, you'll see differentiation for each individual player. Studs like Minnesota's Dante Culpepper (the Madden cover boy) have height and size on their side, while squirrely, compact QBs such as Doug Flutie look more wiry and less sculpted.

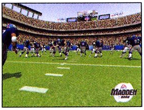
As far as gameplay is concerned, Madden 2002 feels much like Madden 2001, only with a nice injection of speed. Whereas last year's game felt sluggish for an NFL title, the hard hits and hyper pace return in this incarnation. Also, Madden 2002's new kicking meter takes a little bit of getting used to, but it does make the kicking game a lot more interesting.

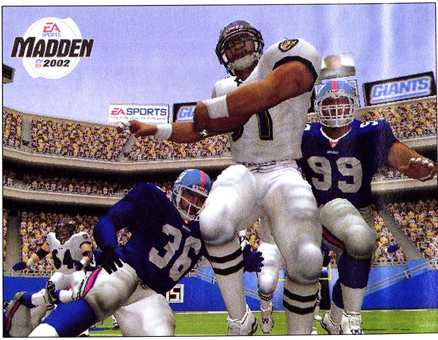
The newest version of PS2 Madden, due out this **September**, also borrows one of the coolest parts of the PS one version by bringing over the Two-Minute Drill. Here, you have the choice to either try to score as often as you can in a two-minute span on offense or take on a defensive unit and try to shut down the opposition. Very fun, and perfect for a gaming party. Within the Drill, you can earn points to use toward the new Create-A-Team feature, which allows you to put together customized uniforms, helmets and stadiums. Very nice. Speaking of building a team, if you play through a year of the Franchise Mode, you can saddle up as the soon-to-join-the-NFL Houston Texans, taking part in the expansion draft and everything. Fantastic.

Madden veterans should also notice the slew of new animations, and the latest set of Madden Cards features new players, new designs and NFL cheerleaders (though we're not yet sure what the cheerleader cards do for you). Actual coaches wander the sidelines, and the new Coaches Corner feature gives you the X's and O's of football as well as new camera angles—even from inside the helmet.

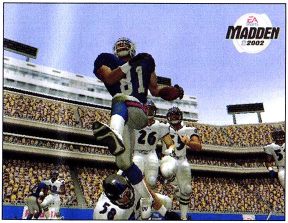






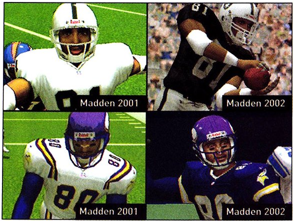


GO DOLPHINS!!!
SMITH
26
37
MADDEN 2002



Getting a Facial

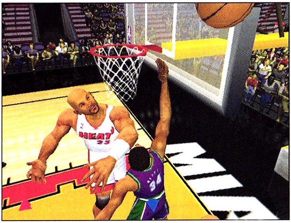
When it comes to presentation, Madden is the king of the hill. The attention to facial detail for the players serves as a perfect example. Last year, Oakland Raiders wideout Tim Brown's face looked flat and stretched out, not to mention that his eyes were mostly pupil. This year, he looks like Tim Brown, especially with his trademark mouthpiece. Now we just have to see if the sped-up gameplay can rival the stellar enhancements to the graphics.

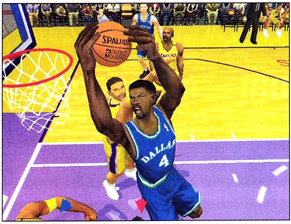


F1 2001
MAGNETI MARELLI

F1 2002

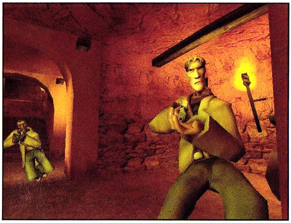
Living in America, it's hard to be an F1 expert. This is a NASCAR country. But speed is speed, and **EA Sports**' F1 2002 promises as much velocity and strategy as it does glitz and glamour. You'll find all the tracks and drivers from the most recent F1 season, including racers Juan-Pablo Montoya (is this the guy from *The Princess Bride*?) and Kimi Raikonnen. You also get mid-race updates from the pit crew on the driver radio. The checkered flag flies this **fall**.

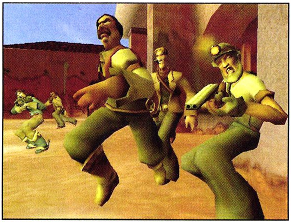




NBA 2K2

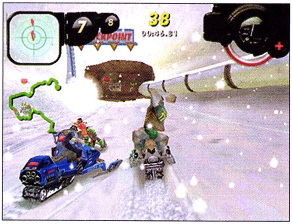
For those who have had to suffer through subpar PS2 sim-hoops, **Sega Sports** gives us cause to rejoice this **fall**. Yes, basketball aficionados, NBA 2K2 is storming onto the PS2, ready to go one-on-one with EA's NBA Live. For gamers who never played it on Dreamcast, the NBA 2K series dunked on, dribbled through and outperformed any roundball game on any system last year. In other words, it was the best of 2000—and you can expect more of the same on PS2.





TimeSplitters 2

Eidos still hasn't released any screenshots (not even a release date) of the sequel to *the* PS2 first-person shooter to buy last year, but a few of developer **Free Radical**'s next effort (the guys also responsible for N64 masterpieces GoldenEye 007 and Perfect Dark, if you don't remember) have leaked onto the Web. So what's to be expected of it? The team recently promised us improved AI (including unique personality types), a better Story mode and—get this—90 characters!



Arctic Thunder

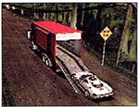
OK, so you're having a nice, friendly snowmobile race when—bang!—an atomic snowball hits you in the back of the head. So, surely you retaliate with a happy little proximity missile of your own. Or a punch to the throat if you're close enough to your competitor. Such is the spirit of Arctic Thunder, **Midway**'s latest arcade-to-console racer, due this **fall**. There are 12 tracks, 15 characters, and plenty of tricks to execute so you can earn points to gain cash and upgrade your ride.

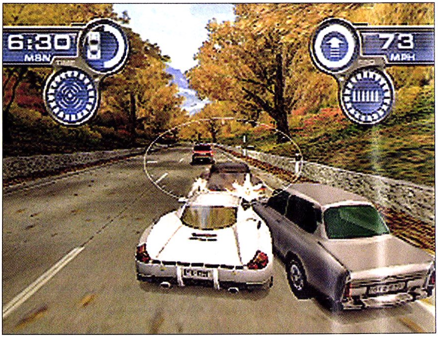
Spy Hunter

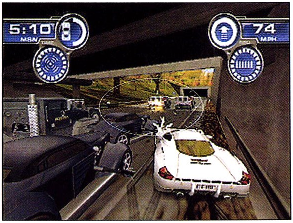
More than meets the eye

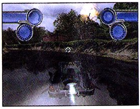
Sure, ATV Offroad Fury may have been the first PS2 game to feature ATVs—but Spy Hunter is the first that'll really bring you a true "all-terrain vehicle." In your G-6155 Interceptor spy car, you can chase down NOSTRA agents (and escape them) through the streets of Venice, the desert sands of the Middle East, even the swamps of Florida and more, through a total of seven worldwide locations. It's all a matter of morphing your vehicle into a car, a boat, a watercraft or a motorcycle, based on the appropriate situation. And if maneuvering a veritable Transformer isn't enough for you, don't forget that it comes armed to the teeth with high-powered weapons—not to mention the ability to go really, *really* fast. You'll need all of that speed, though, in order to stand a chance of succeeding in the game's 14 time-based missions, each consisting of as many as seven unique objectives.

Those of you around for gaming's Golden Age no doubt remember the original Spy Hunter when it tore up arcades in 1983, still thrilling gamers with ports to various consoles as late as 1987 on NES. But despite a couple of forgettable sequels (Spy Hunter II in arcades and Super Spy Hunter on Super NES), **Midway** seems to be on the right track in relaunching the series, providing a solid mix of nostalgia and contemporary gameplay. We'll see for sure how well it works when the game ships this **September**.









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-PS2 EXTREME

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-PSM: PLAYSTATION MAGAZINE

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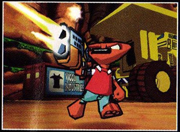

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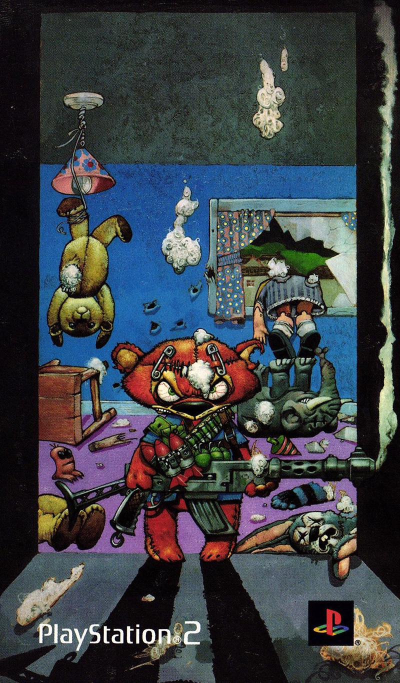
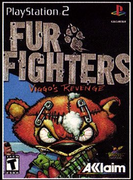
Go head-to-head in 15 multi-player Fluffmatches!



PSE2 EDITOR'S CHOICE PLATINUM



TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Language
Violence

PlayStation 2

Acclaim

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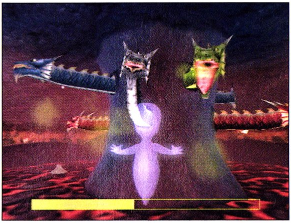
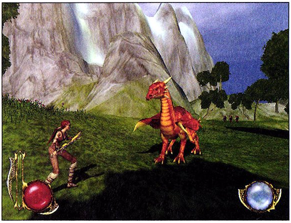
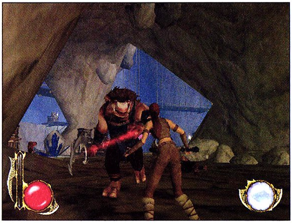


Casper: Spirit Dimensions

History's friendliest ghost is preparing to haunt the PS2. Spirit Dimensions, due out courtesy of **TDK Mediactive**, places Casper in a series of four fully free-roaming worlds. Though his flying ability (missing from the most recent PS one game) invites comparisons to flight sims or flying shooters (think Descent), the whimsical environments and cartoonish enemies retain the atmosphere of the classic 'toon. Kids, watch for this one in **October**—just in time for Halloween.





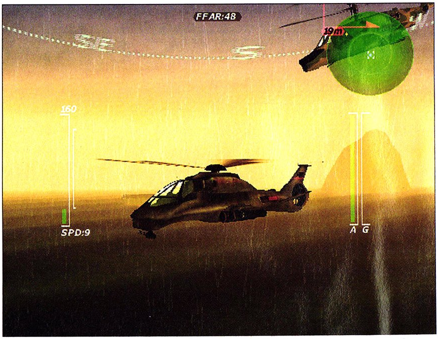
Drakan II

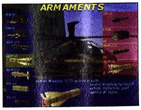
The original Drakan was moderately successful when Psygnosis released it for the PC, but **Sony CEA**'s **fall** sequel for PS2 looks considerably more impressive. Ignoring all the sci-fi guff of most recent games, Drakan II takes us back to the compulsory beard-wearing activities that we used to expect from action/adventures with RPG aspirations. There are dragons. There are magic spells. There are ladies in tight outfits and lots of big swords.

Thunderstrike: Operation Phoenix

Technologically advanced choppers that dogfight

Don't be alarmed by the relatively basic plot of Thunderstrike: Operation Phoenix—you know, your typical terrorists are terrorizing, so go and stop them, etc. This **Eidos** release is all about serious dogfighting in your free-roaming, Gun-Ship technology-toting chopper. Through seven campaigns of three to six missions each, you'll challenge defective and unstable governments with the most advanced weapons known to man, including sniper guns and guided missiles. Use night vision to blast away in the darkness, and, if things get too hairy, you can call for backup in the form of infantry ground assault, tank battalions and other air units. Upgrade your chopper to include shockwave bombs, hellfire missiles, satellite support and much more by taking such weapons and technology from the enemy. An Arcade mode also exists to satisfy those not necessarily wanting to invest the time in a series of campaigns, and multiplayer Deathmatches only add to the fun. Operation Phoenix rises this **September**.





Heritage

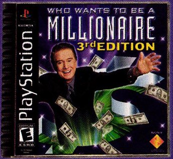
Fans of chopper combat likely know that Operation Phoenix isn't the first Thunderstrike game. In fact, it's the third. The series began as 1993's AH-3 Thunderstrike on Sega CD, with Thunderstrike 2 hitting PlayStation two years later. Core designed both games, though JVC and U.S. Gold, respectively, released them.

SEGA CD
THUNDERSTRIKE

WHO WANTS TO BE A

sit-at-home contestant who faces mind bending questions, orders in Chinese food and then, while taking a bathroom break to ponder the advantages of certain lifelines over others, realizes that you could always just push pause and look up the answer on the Internet, but knows that because you're at home, there's no need to worry about making a fool of yourself on national TV and besides, just like on the actual show, you really don't stand a chance of ever becoming a

MILLIONAIRE



PlayStation

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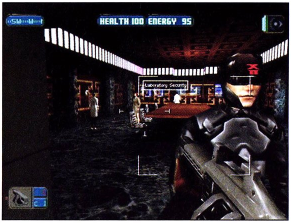
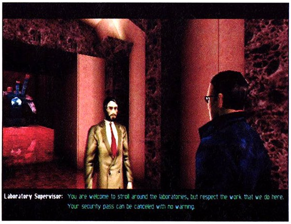
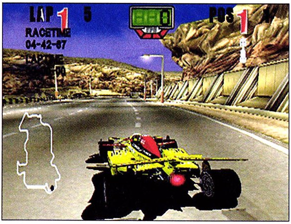




Laboratory Supervisor: You are welcome to stroll around the laboratories, but respect the work that we do here. Your security pass can be canceled with no warning.

Deus Ex

Warren Spector's fabulous sci-fi RPG/first-person shooter finally comes to a system where more than 12 people will actually buy it. (While the PC game was critically acclaimed, it failed to sell.) A dark, brooding story that takes in just about every conspiracy theory you can think of underpins the action, while the gameplay is designed to really make you think about the consequences of your decisions. Violent behavior begets violent responses. **Eidos** releases Deus Ex this **fall.**



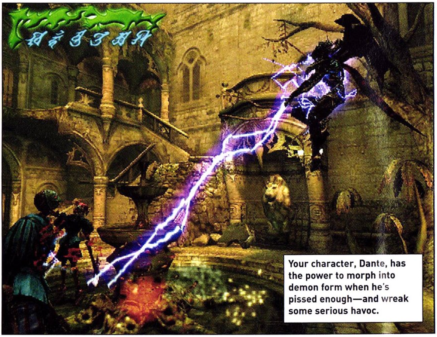
Downforce

With all of the Formula 1 games out there these days, **Titus** is taking a slightly different approach for Downforce. Instead of offering a realistic take on F1, this **Smart Dog**-developed title opts for a pure arcade feel. Since your races take place in the near future and are run by former F1 drivers who have grown bored with the sport, your 27 cars come designed for even greater speed—which can result in some spectacular crashes. Downforce speeds your way this **November**.

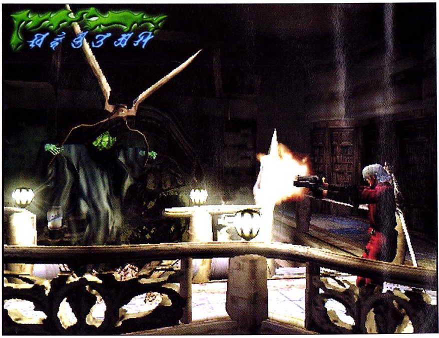
Devil May Cry

One of E3's biggest highlights

Sure, we've played the Japanese demo of Devil May Cry available with Code: Veronica X. But it wasn't until Shinji Mikami himself presented it at Sony's E3 press conference that we fully realized what a hit **Capcom** will have on its hands when DMC hits shelves this **fall**. We've said it before, and we'll say it again: That dual-gun/sword combo is *bad-ass*! And the look and style of the game aren't so bad, either.



Your character, Dante, has the power to morph into demon form when he's pissed enough—and wreak some serious havoc.



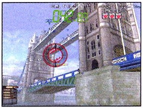
Silent Scope 2: Dark Silhouette

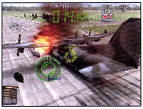
Fulfilling all of your sniping needs

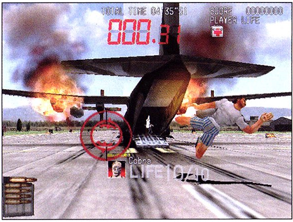
If you've been to the arcade lately, there's only one game you should be dumping your quarters into: Silent Scope 2. That is, unless you've spent all your quarters on a PS2. In that case, you're in luck! Or at least you will be this **fall** when the sequel to **Konami**'s sniper extravaganza hits the system.

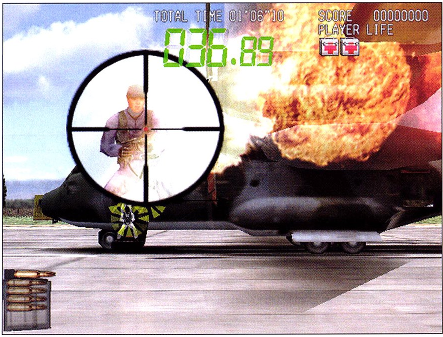
At first glance, Silent Scope 2 is more of the same. But once you jump in, the improvements become obvious, both graphically and regarding gameplay with the use of the new Thermal Vision and X-Ray Scopes. Plus—and this is a big plus—a sweet two-player mode now exists, as you can play competitively or cooperatively via a PS2 network cable link.

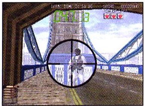
The game's story starts you out in the United Kingdom as an anti-terrorist officer trying to disrupt a militant group that has planned an attack on an unsuspecting city. You'll go all over the European countryside, insuring justice everywhere from London's Thames River to a snowy Swiss mountain range.





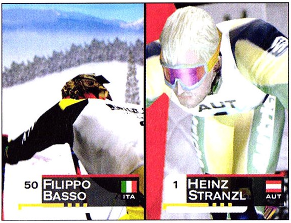






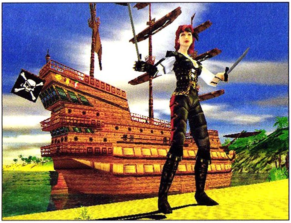
Gun Fun?

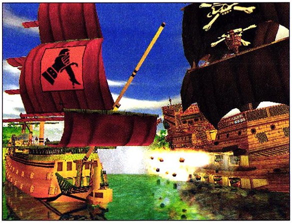
Even though Konami avoided compatibility with any sort of gun for the first Silent Scope, the company might just make it possible to use a special one for the sequel. Called a "mousegun," it's a trackball that fits in your hand and has a trigger, but lacks a barrel. Sounds silly, but if it means we don't have to rely on the Dual Shock 2 to gun down terrorists in Silent Scope 2, we're happy.



ESPN International Winter Sports 2002

Last year, our office was enchanted with **Konami**'s ESPN Track & Field effort. This **fall**, we expect more four-way excitement from the winter version. The events are as diverse as the first ESPN Olympic game, including downhill and mogul skiing, speed skating, bobsledding, snowboarding, ski jumping, figure skating and curling. Yes, curling! Take one of eight countries and go for gold. USA! USA!





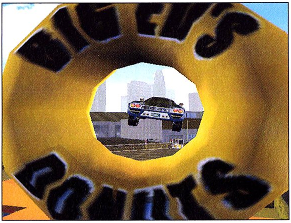
Pirates of Skull Cove

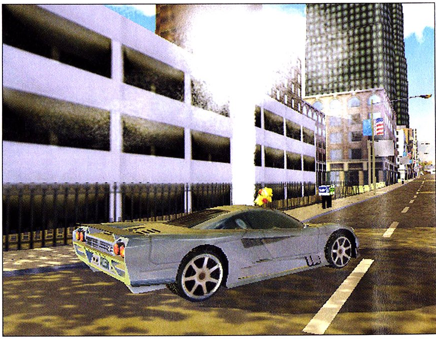
"Avast ye matey!" Yeah, we really don't know what that means either, but anyone who's ever found themselves enthralled by the swashbucklers who stereotypically said such things might want to shiver their timbers to Pirates of Skull Cove from **EA Games**. As pirate captain Katarina de Leon, secure your booty by taking part in ship-to-ship combat—cannons and the whole works—all while traversing five large worlds. You can even swordfight! PoSC sets sail this **winter**.

Supercar Street Challenge

Fully customizable for your racing pleasure

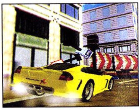
By pushing Supercar Street Challenge back to **September**, it seems as though **Activision** has realized that releasing a racing game during mid-summer—going up directly with Gran Turismo 3—is marketing suicide. Still, SSC does feature enough unique qualities to convincingly separate itself from Sony's blockbuster in a number of areas. Aside from taking a generally more arcadey approach—shortcuts and breakables (see sidebar) abound—SSC could feature the most customizable car building a console has seen. After you've used your initial concept car to win a few races (all to a techno beat), it's time to modify. As you adjust the look of your car—its color, accessories, shape and more—you can actually view the process on screen. You'll even change its physics. "You actually control the destiny of how your car drives by plugging in the numbers," says executive producer for Activision, Chris Archer. "Kind of RPG style. How you build your car affects handling, coefficient of drag, mass, things like that."





Smash It Up! Smash It Up!

Contributing greatly to Supercar Street Challenge's overall arcade charm is the way you can break through just about anything with one of your 11 licensed concept cars. "There are breakables in almost every level [of SSC's 14]," says Chris Archer. "Most of the polls and anything on the sidewalk. The newsstands, the trash-cans. We wanted to have some sort of detriment to driving poorly."



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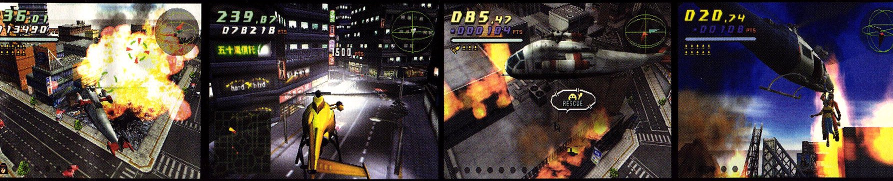

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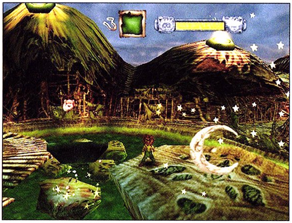
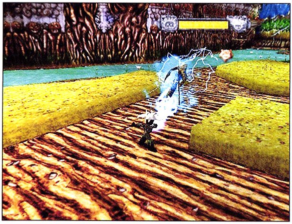
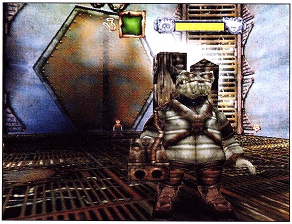
Evil Twin

The boogeyman's under your bed

When we first heard about Evil Twin, we were less than ecstatic. After all, the main character is named Cyprien, and his powerful alter ego is named Super Cyprien. So much for creative naming. But now that the release is nearer for **Ubi Soft**'s latest adventure (**September**, to be exact) we've discovered that this game has depth and charm. You assume the role of the angry youth Cyprien whose birthday coincides with the anniversary of his parents' death. Snap of the fingers and—tada!—you're in a parallel universe named Undabed, where you must confront your most evil demons. Some enemies assume the form of your friends, only they're represented by their most despicable faults. Pretty interesting stuff. Evil Twin takes you through eight worlds consisting of 76 levels, with over 100 enemies in the dark style of a Tim Burton flick. Now we can't wait.





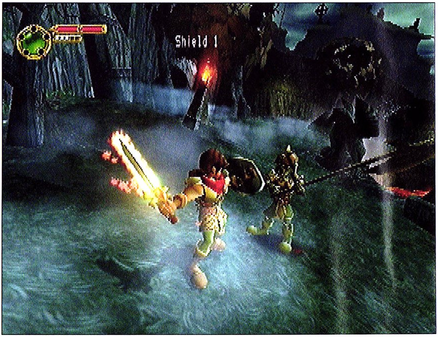


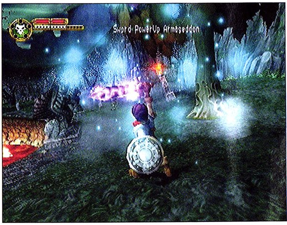
Maximo: Ghosts to Glory

A knight in shining boxers

Although **Capcom** quickly points out that Maximo is an homage to its Ghosts 'N Goblins line of games and not a new sequel, for all intents and purposes, it serves as a new 3D installment to the series. As in the previous games, you control a knight who battles legions of undead creatures while cracking open treasure chests for power-ups. You also encounter several familiar Ghosts 'N Goblins weapons and trademark elements, like enemies rising from their coffins. But if that isn't enough to tie this game to the older ones, even the music (handled by Tommy Tallarico) features a variant on the classic series' theme song. And heck, your character also sheds his armor, exposing his heart-printed boxers, if he takes enough damage. His name just happens to be Maximo, not Prince Arthur.

But the most important thing still holds true, as we experienced at E3: Maximo is tons of fun. Featuring great old-school platform gameplay, it's one of those titles that just about anyone can have a good time with. And that was Capcom's main goal—the company states that the emphasis was on a return to the classic thinking in game design. "The intent was to create a game that's all about fun," informs Capcom's Todd Thorson. And this, it appears, has been accomplished. Look for it in **November**.





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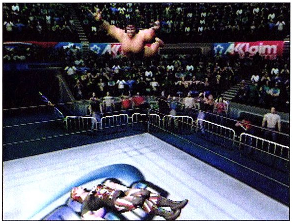
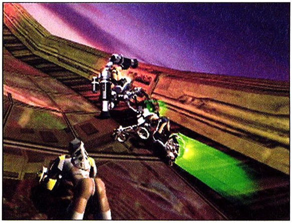
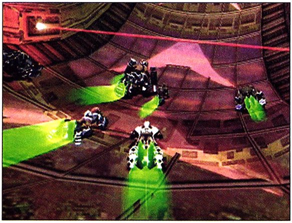


Legends of Wrestling

Wow. Seldom have we been overwhelmed by such a feeling of grade-school nostalgia as we were after hearing the roster for **Acclaim**'s newest wrestling title: Jake "The Snake" Roberts, George "The Animal" Steele and—aww, yeah—Jimmy "Superfly" Snuka, plus 27 more! There's even commentary and "career guidance" by Bobby "The Brain" Heenan and Captain Lou Albano! Could we finally see the video game debut of the Iron Sheik? Find out in **November**.





Kinetica

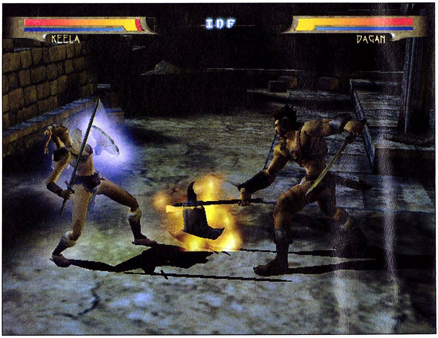
When **Sony CEA** was looking to develop a new racing title, they ignored a few racing conventions—like gravity. Kinetica puts players in control of characters sporting unique magnetic racing suits, allowing them to race up and down the sides of buildings and even upside-down. Adjusting to the ever-shifting orientation is half the challenge; the other half is executing tricks for a brief turbo boost and hunting down moving turbo pads. Watch for it in **November**.

Barbarian

A different kind of fighting game

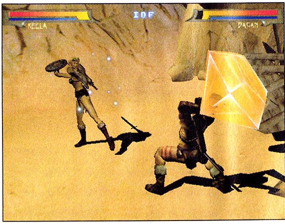
To call Barbarian a "3D fighting game" might not be the best choice of words, appropriate as they may be. After all, while your primary objective as one of 11 medieval/fantasy-themed characters is indeed to beat an opponent to submission, there's more to it than usual. This is no Tekken or Virtua Fighter. For one thing, in addition to your targeted opponent, the arenas—the vast, *huge* arenas—feature AI-controlled thugs after both of you. Actually, "both" might not always be the case, since up to four fighters can battle one another. Throw in as many as four AI thugs, and you might see eight characters battling on screen. Of course, all combatants come equipped with unique weapons usually indicative of their kind (an ax for the warrior Dagan, a rock for the brutish No. 21, bare hands for Marduk the giant, etc.), in addition to their ability to use anything they pick up from the ground as a weapon (see sidebar).

But the coolest part? In addition to its fighting-game roots, Barbarian also sports some serious RPG elements. It might not seem like such a good idea to waste your time battling thugs, for instance, when there's an opponent on your hide, but then consider the fact that for each one you take down, you earn some valuable experience points. The more you fight, the more powerful your warrior becomes. You can even save your attributes on a memory card and play on a friend's PS2. **Titus** releases Barbarian this **fall**.



Pick It Up

One of the more intriguing things about Barbarian is the fact that you can pick up anything lying throughout the arena and use it as a weapon. And we do mean *anything*. See the carcass of a dead dragon lying around? Then pick up his bones, and flail them around with the greatest of ease. And that pillar doesn't need to be there, does it? Might as well lift it (it's only five times your size, after all) and cause some major damage. Some really fun stuff.



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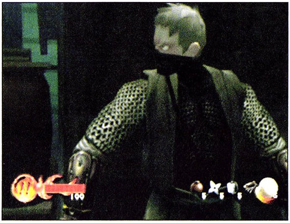
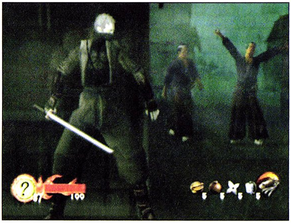
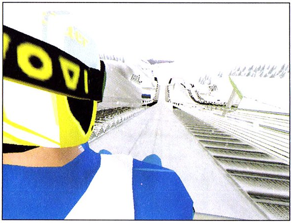




Tenchu 3

Taking place after the original Tenchu left off (Tenchu 2 was a prequel), this third installment stars Rikimaru and Ayame in another adventure featuring the classic gameplay we've come to expect, this time created by a new developer. An early demo of the game showed nicely detailed characters and environments, and demonstrated some of the weaponry and attacks. Still, Tenchu 3 is a long ways off (don't expect **Activision** to release it until sometime **next year**).



Salt Lake 2002

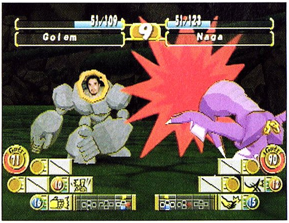
The Olympic Winter Games are so much cooler than the summer ones. There's more speed, more excitement, more creativity—and a lot less running, which is nice. With **Eidos**' latest Olympic effort, due in **November**, you'll get to take part in six different events. Ski in four of them—the men's downhill, ladies' slalom, women's freestyle aerials and men's K120 jumping—or sit behind the men's two-man bobsled, and hit the slopes in the men's snowboard slalom.

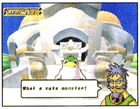
Monster Rancher 3

Breed, train and battle to be the best monster trainer

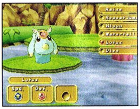
Just one glance at Mocchi frolicking about in full cel-shaded glory should be enough to melt the hearts of even the most jaded gamers. That little guy is just so adorable, the way he skips through life, full of joy and vitality. But train him correctly, and you might end up with a ferocious warrior set to battle his way through the Monster Rancher arenas, headbutting and rolling through various tourneys—and in the process catapulting you to the upper echelons of monster trainers.

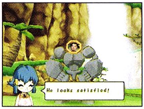
Of course, Mocchi isn't the only character available in this latest chapter of **Tecmo**'s innovative monster breeding/fighting/life sim, due out **late summer**. Other favorites return, like the selfish, cyclopean Suezo and that rocky powerhouse Golem. Plus, there's a whole host of other monsters that you can spawn from both CDs and DVDs. Simply insert your favorite music disc, game, DVD movie or any other CD or DVD-ROM, and—*voilá*—a wholly unique creature emerges based on the data on that disc. You'll then spend plenty of time training your creation (and enjoying the cutesy cutscenes that accompany its workout), all in preparation for the big battles to follow. And with the new PictureParadise support (see sidebar below), you can even import your own ugly mug into the game!



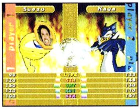


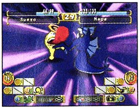
What a cute monster!

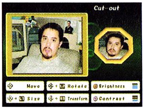


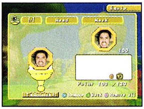


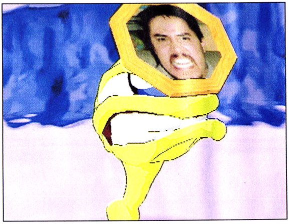
He looks satisfied!











Picture-Perfect Monsters

Notice anything interesting in these screenshots? Like the fact that everyone's favorite *OPM* editor [*in his own mind, anyway –Ed.*] is prominently featured? Thanks to Sony's new PictureParadise technology, MR3 will be the first PS2 title to include the option of importing digital pictures into your game. All you need to do is connect a Sony digital camera (or digital pics stored on a Sony Memory Stick) to the USB port. In this case, Tecmo opted to go with "masks" worn by the monsters, rather than mapping the pics onto Mocchi & Co., but future games will surely use PictureParadise in other innovative ways.

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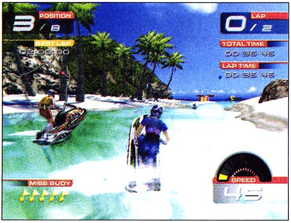
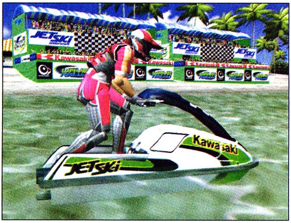
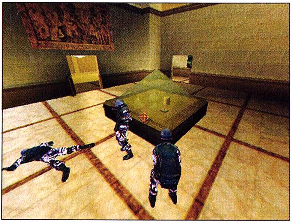




Wave Rally

Last month, we showed you Infogrames' promising watercraft game Splashdown—but **Eidos** isn't going to let that one hit the scene without some competition. Developed by **Opus Corp.**, Wave Rally gives the PS2 something that Splashdown can't: actual Jet Skis—the kind made and trademarked by Kawasaki. And you can use them in environments ranging from Venetian canals to the fjords of Norway, with some great water effects throughout. Wave Rally hits stores this **fall**.



Rainbow Six: Rogue Spear

Tom Clancy's acclaimed series of realistic, strategic combat is headed to the PlayStation 2 this **fall** with the help of Red Storm's new owners, **Ubi Soft**. And that's a good thing. When we reviewed the PS one version (Issue 45, for those of you just joining us), we found the graphics greatly detracted from what should have been an interesting game. But don't be fooled into thinking this is an action shooter—Rainbow Six has always been about strategy over all-out assault.

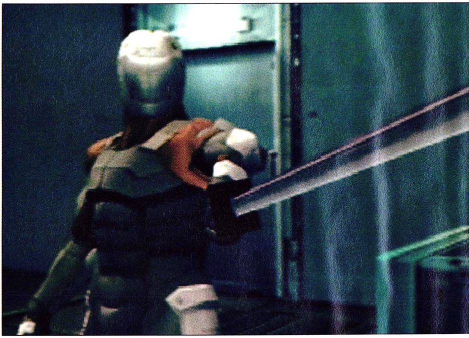
Metal Gear Solid 2: Sons of Liberty

Kojima's opus edges closer to completion

It's hard to top the debut of the first Metal Gear Solid 2 trailer at last year's E3 for sheer emotional impact—but this year's trailer, running like clockwork in **Konami**'s booth, sure came close. Of course, we'd all actually gotten hands-on time with the game, so we were better prepared for the visual feast. What we weren't as well prepared for were the hints of the intricate, convoluted story: The trailer left us with a tantalizing glimpse of a huge, sweeping plot chock-full of twists and surprises. A few highlights:

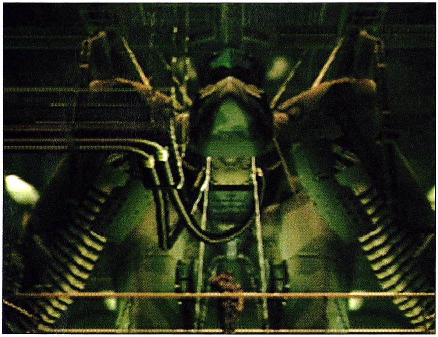
• Revolver Ocelot is back, with a new right hand. Unfortunately, the hand seems to be possessed by the spirit of Liquid Snake. • A new female character named Fortune makes a stunning appearance under the weight of an enormous electrical rifle, which destroys nearly everything in its path, exploding crates and bits of walls, floor and ceilings, and knocking over a two-ton forklift. Apparently, her fortune is such that bullets don't ever seem to hit her. Ouch. • Metal Gear Ray, the new mech designed to combat the proliferation of Metal Gear Rex models across the world (since Ocelot sold Rex's plans on the black market) is really, really bad-ass. It moves like a mechanical cross between a snake and a scorpion. • Ninja's "bloody trail of bodies" M.O. from MGS has been adopted by another stealth-cloaked, knife-wielding lunatic. • Oh, and there's a new Ninja in town—obviously not the same one, though they appear to use the same tailor. • George Sears, president of the U.S. during the Shadow Moses operation, is also known by another name: Solidus Snake. As one guard eloquently put it: "!".

Who does Solid Snake actually work for? Is he working for or against the government? Is there another Snake out there somewhere? Is Meryl really involved somehow? What is the Russians' role? The answer to these—and many more—questions will be found when the game releases this **winter**.



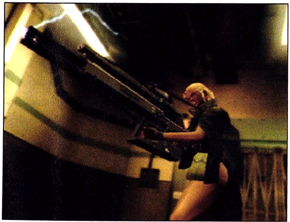
Give the Guy a Hand

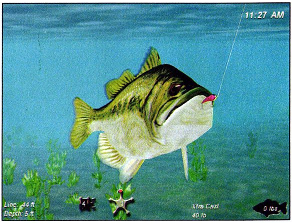
We get a clue to the origin of Revolver Ocelot's new hand (fans will remember that Gray Fox amputated the old one in MGS) in the trailer, when at one point he begins clutching at it and screaming in pain. When this subsides, Ocelot says—in a very different voice—"It's been a long time...brother." Snake asks, "Who are you?" to which Ocelot replies, "You know who I am." Snake gasps. "Liquid?"



Bloodlust

This cheery fellow on the left is not identified in the trailer at all, but we do see him descending on a group of guards in a spinning whirlwind of death, leaving a trail of bodies and blood behind. The camera cuts to a close-up, and the guy grins, slashes another throat, and stands there, as if taunting Snake to take him on. It's seriously creepy, and we can't help wondering if maybe we might have seen this guy before. Does he look familiar to you...?

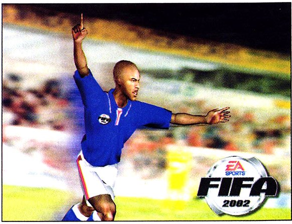




Trophy Bass

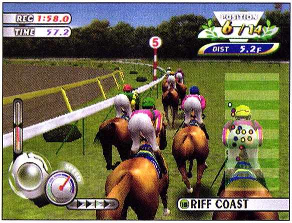
This **September**, fishing fans can cozy up with Trophy Bass and find warm comfort in the expert musings of Hall of Famer Denny Brauer. By the way, just which "hall of fame" does Brauer hail from? **Sierra** threw that tidbit onto the game's press release, and while we have no reason to doubt Brauer's greatness, we can't help but wonder which hall he's immortalized in. Could it be the Rock 'n Roll Hall? The Baseball Hall? If *anyone* knows, be sure to send us an e-mail!

EA SPORTS
FIFA
2002



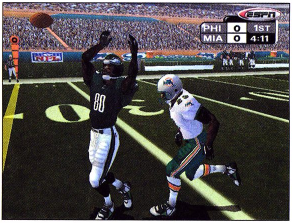
FIFA 2002

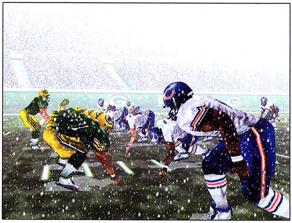
This **fall**, round up seven of your closest friends for some serious footie (that's soccer to us American folk). **EA Sports**' FIFA 2002 heads your way in this year's new-and-improved edition. Not much has changed in the way of game modes, but the new injury-fatigue system lets you know how your players are faring, while new informational hotsheets provide the details on your upcoming opponents. Also promising: new tackling and passing systems offer more depth.



Gallop Racer 2001

So what was **Tecmo**'s big surprise announcement at E3? A new Dead or Alive for PS2? The return of Tecmo Bowl? Neigh (get it—neigh... nay...man, that's funny!), none of the above. Instead, we get Gallop Racer 2001, due out this **August**. Unlike its PS one predecessor, the 2001 version includes a gambling feature allowing you to wager on races. You can also build up a stable, breed and upgrade your horses, each of which consists of a whopping 40,000 polygons.





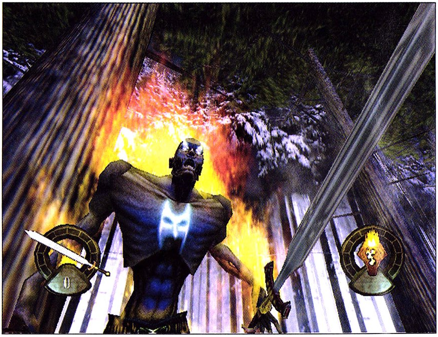
ESPN NFL Prime Time 2002

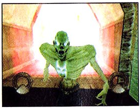
We were expecting Prime Time to hit during the preseason, but we won't complain that **Konami** now plans to release it this **October**—as long as that makes it good, that is. As far as we can tell, the high point lies in its ESPNness, which means commentary by Chris Berman and Tom Jackson. You'll also have a play editor, so you can create a playbook you feel completely at home with. We'll throw more info your way when we get it. Until then, keep watching *SportsCenter*.

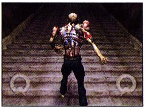
Shadow Man: 2econd Coming

Promising game, 2tupid name

Though the first PlayStation Shadow Man game left quite a lot to be desired in the graphics department, the story—and especially the compelling voice work—drew plenty of players into the dark, Creole-Gothic world of Mike LeRoi. Now, the PlayStation 2 has come along to save the day graphically, leaving the developers at **Acclaim**'s **Teeside Studios** free to design lush, detailed environments. Further enhancing the ambience are a realistic day/night cycle and a variety of dynamic weather effects. Few story details have been released beyond the basic framework (a race of demons called the Grigori are attempting to bring about the destruction of humanity) and the fact that the plot features a surprise ending. But if the previous game is any guide, you can expect plenty of twists and turns along the way, with loads of chilling, motion-captured cinematic sequences and plenty of adult dialogue. And the game should be big; Acclaim promises 50 hours of adventure gameplay. See for yourself in **August**.







SOCOM: Navy SEALs

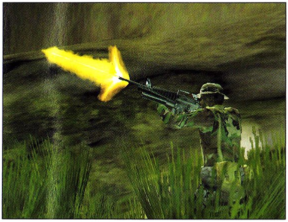
Ultra-realistic combat—*online*

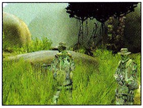
One of the surprises at this year's E3 was the unveiling of **Sony CEA**'s game of strategic, action-based combat. Developed with the help of actual members of the U.S. Naval Special Warfare division (who assisted in both consulting and motion-capture, and are featured in background interviews included on the DVD), SOCOM strives to be a gruelling, realistic depiction of actual missions undertaken by the Navy SEALs, the "elite of the elite" of our country's special forces.

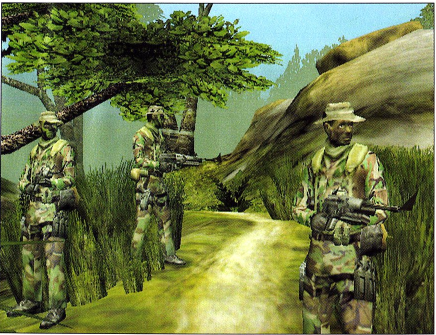
How realistic, you ask? Well, the game was developed by **Zipper Interactive**, made up of former members of the defense industry. Their previous efforts were a bit less lighthearted than this console title: Members of the group were responsible for the development of SimNet, an online project used by NATO and the U.S. Armed Forces for full-scale simulation of war. Yow.

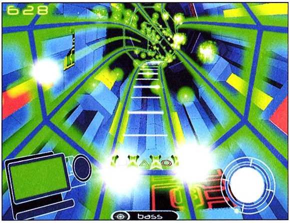
Don't expect SOCOM to be *too* realistic, however. The team admits that some realism was compromised for the sake of the enjoyment factor; you won't have to worry about friendly fire, say. But nevertheless, this looks to be one of the most lifelike simulations we've seen. You won't find med-kits or other health anywhere in the levels, for example—and any weapons or ammo you didn't bring with you on your mission will have to be pillaged off the dead bodies of opponents. Stealth is of the essence, since a single well-placed bullet wound can end your career. To this end, you also need to use every shred of available cover, from ground fog to high grass—which sways realistically as you move through it, possibly giving away your position to your frighteningly observant enemies.

You'll face a wide variety of objectives throughout SOCOM's 17 missions, from hostage rescue to demolition, in four diverse locations. But you do have the help of a team of three other SEALs, whom you command via an intuitive on-the-fly menu system that can be manipulated with—get this—voice commands (a USB headset mic will most likely be included in the package). Also included: online play for up to 16 people, since Sony releases the game in **November** alongside its network adapter.



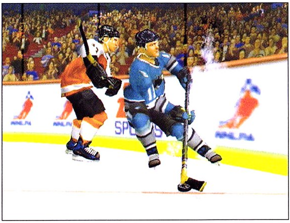


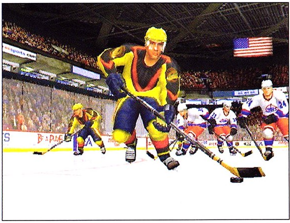




Frequency

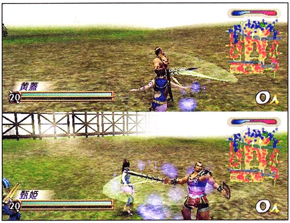
Sony CEA debuted this music-memory game at E3. Set up in a Tempest-like tube, players hit buttons in time to music, BeMani-style, trying to "lock in" a specific track (drums, bass, synths, etc.) before moving onto the next, eventually building complete songs by licensed artists like the Crystal Method or Dub Pistols. You can compete online when the game debuts in **November**, or build your own compositions with friends across the globe in Remix Mode.

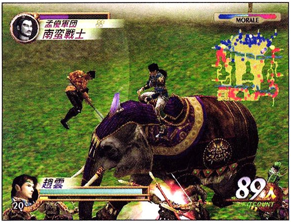




NHL 2002

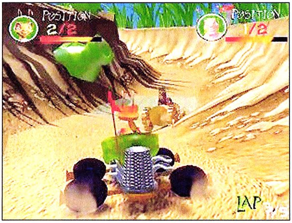
This **fall**, the greatest addition to **EA Sports**' latest NHL series is a no-brainer: the addition of superstar/owner Mario Lemieux. Also new for this season are NHL Cards (much like Madden Cards for football). If you reach milestones on the ice—score a hat trick, for instance—you get cards that improve players' skills or give you cheats. Meanwhile, the framerate issue that plagued last year's NHL game has been remedied, along with an improved emotion meter.





Dynasty Warriors 3

One of the biggest criticisms of Dynasty Warriors 2, **Koei**'s ambitious title from last year that placed you as one soldier on a battlefield of thousands in the Three Kingdoms era of China, was that it lacked any sort of multiplayer mode. Such is not the case for the sequel, in which two players can battle either against each other or side by side. And you probably wanted elephants to trample down opponents in addition to horses, right? You've got it all this **December**.



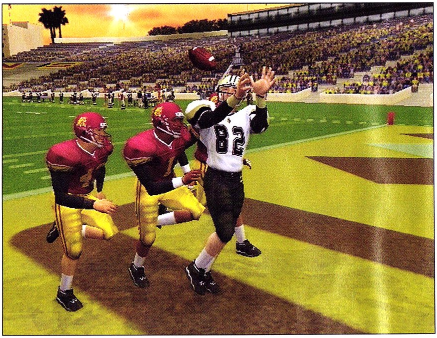
Antz Racing

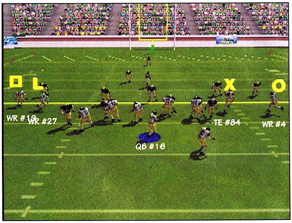
Empire Interactive is preparing to unleash a horde of bugs on an unsuspecting populace **early next year**. Though the game takes the familiar route of translating characters from hit licenses into kart racers, the ultra-miniature scale of this one should make for some interesting additions. Contestants pilot vehicles made from sardine tins, soda cans and the like, also having to watch out for lethal hazards, like jam. You know, the stuff you put on bread. It's sticky.

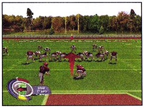
NCAA Football 2002

Not just Madden: The College Edition (but close)

If you were hoping for **EA Sports**' first foray into PS2 college football to differ drastically from what we've already seen in Madden NFL 2001 (and really, why would you?), then you might as well keep playing your GameBreaker. Still, while this **August** release maintains the same basic look and gameplay of developer **Tiburon**'s PS2 Madden games, a number of things exist solely within NCAA 2002 to make it its own game. For starters, voicework comes courtesy of commentators Brad Nessler, Lee Corso and Kirk Herbstreit, the latter two picking—and often disagreeing about—who they favor at the beginning of the game, just as they do every week on ESPN's *College GameDay*. Also contributing to the college feel, authentic stadiums for the 144 teams (117 Division 1-A, 27 1-AA) are accurate down to the placement of both the visiting and home bands, who proceed to play the team's fight song whenever they score. Decal-happy schools like Ohio State and Northwestern even decorate their players' helmets after good plays throughout the season. Further, the recruiting of high schoolers in Dynasty Mode gets down to such specifics as hometown, 40-yard dash time and even GPA—which helps indicate their awareness on the field. The game also features the Campus Challenge, its own version of Madden Cards.







Get Your Kicks

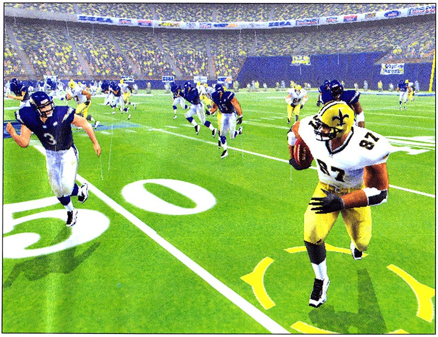
The kick meter for NCAA Football 2002 (also new to Madden NFL 2002), might catch you off-guard at first, but it's really quite simple to use. Move the arrow to control direction and arch. Hit X to start the meter from the bottom. Hit X again once it's deep within the red area—the farther into the red area, the longer your distance. The meter then heads back down to yellow; hit X here for accuracy.

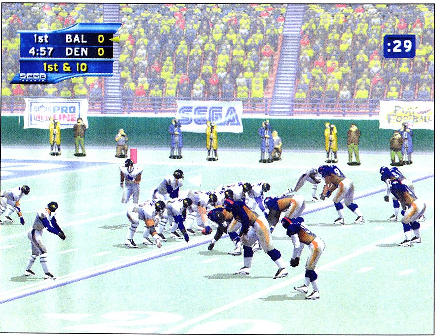
NFL 2K2

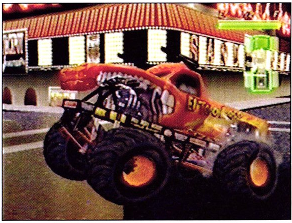
Let the competition begin

The football wars heat up this **fall**. Not between the Ravens and the Titans or the Broncos and the Raiders. We're talking about between **Sega Sports** and EA Sports. Their football games are going to go head-to-head, and we couldn't be more excited. Competition. The American Dream is alive and well.

So, what can PS2 owners expect from NFL 2K2? First of all, the game is fast—faster than last year's Madden. And, while this speed provides for a natural arcadey feel, the game still manages to give you a complete simulation experience. Much of this can be seen in the passing game, which relies much more on timing in the passing game than Madden does. Quarterbacks feather the ball between defensive backs, or they can roll out and hit a receiver cutting into the open field. Also, QBs often act like their real-life counterparts. If you're playing against Kordell Stewart, for example, expect him to beat you with his legs and not his arm. On the other hand, don't look for a Kurt Warner to do anything but throw. But when handoffs do occur, you'll notice an explosive running game in which holes open up as fast as they close. And no matter what action you take, a multitude of animations—spin moves, stiff-arms, getting hauled down by the collar and more—always keeps things looking nice.

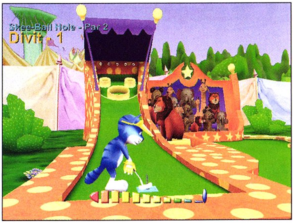


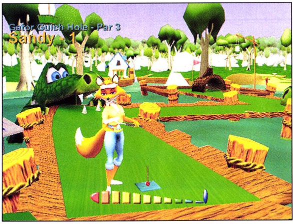




USHRA Monster Jam

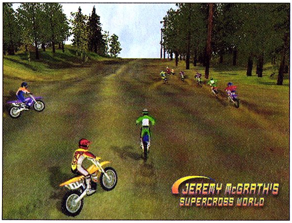
The United States Hot Rod Association is working with **Ubi Soft** on a game featuring monster-truck superstars like Grave Digger, Reptoid, Wild Thang and Wolverine, plus 21 other licensed trucks. The game takes the outlandish world of monster trucks to new heights, equipping the motorized beasts with weapons and setting matches in eight diverse places like a Las Vegas casino and a Mayan temple. The action hits stores in the **fourth quarter** of this year.

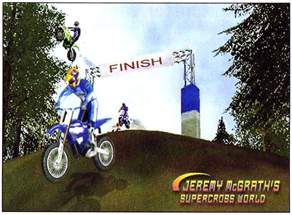




Minigolf Maniacs

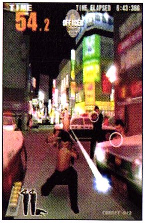
Since Hot Shots Golf dropped its minigolf mode, a sad yearning has been felt in the hearts of PlayStation golf fans. Enter Minigolf Maniacs from **Sierra**, due out in **October**. As one of 11 playable characters, you (with up to three friends) get a chance to putt it up in one of seven game modes through four crazy, nine-hole courses rife with hazards, like ball-eating flowers, fire-breathing dragons, and other "scenery" that comes alive to hinder your shot.

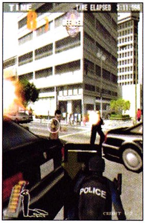




Jeremy McGrath's Supercross World

Jeremy McGrath has something to prove. After years of dominance as Supercross champion, he (and everyone else) was crushed by Ricky Carmichael in the 2001 circuit. So can the **Acclaim**-produced game he endorses actually be *good* now that it's on PS2? Will the 25 huge tracks, in-depth customization and new stunt system be enough to topple the MX 2002s out there? We'll know in **November**.





Police 911

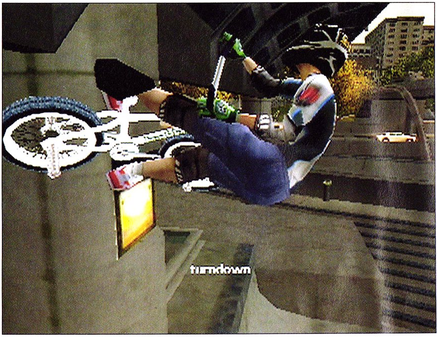
Konami's arcade shooter Police 911 comes to us this **November**, boasting technology never before seen in the home. Fans of the arcade version (portrayed in these screens; the PS2 version should look similar) know that the game uses motion sensors to determine the player's location, allowing would-be cops to dodge behind objects by physically crouching or moving aside. When the game hits the PS2, it will come out with a small USB camera allowing for the same effect.

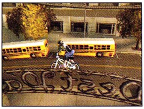
Dave Mirra Freestyle BMX 2

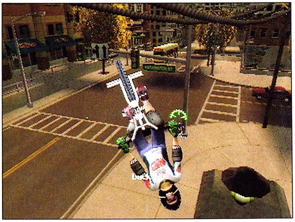
Gotta beat the best to be the best

Based on what we know so far about **Acclaim**'s Dave Mirra BMX on PS2, it appears that the company has found a perfect angle. Instead of the originals, where the goal was to complete a myriad of tasks on your bike, now you can create your own biker, win your own sponsors, and ultimately attempt to unseat Mirra as the top pedaller in the land. In the previous games, there wasn't an ultimate goal except for finishing and wearing a SlimJim T-shirt because that was your sponsor. Now, you're out to be the best.

Of course, 12 playable pro bikers appear in the game, including Mirra, the 10-time World Champion. And you'll be privy to the 1,500 tricks with the modifier system still in place. The 11 levels range from Highway 47, to a train yard, to Devil's Peak in the Commercial District. Moving cars, trucks, trains, construction equipment and other dangers impede you all the while. The game also includes a nifty Create-A-Park mode and 10 different multiplayer games. Look to take Mirra's championship in **August**.







Miracle Boy

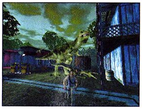
When we tell you that Dave Mirra is an 11-time X Games gold medalist, you should know that's more than any other X Gamer. And he's only 27 years old. Last summer, Mirra pulled off (for the second time!) his world-record double back flip. He's the only biker to ever complete the feat in competition. It's no wonder he was nicknamed Miracle Boy. Mirra was born in Syracuse, NY and now makes his home down South in Greenville, NC.

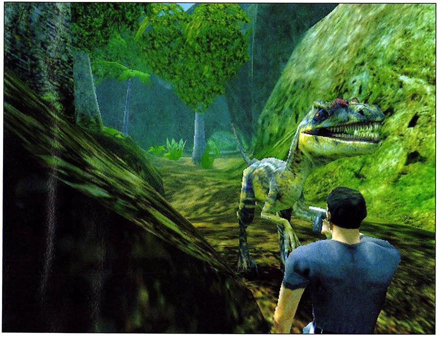
Jurassic Park: Survival

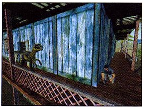
An all-new story for an all-new game

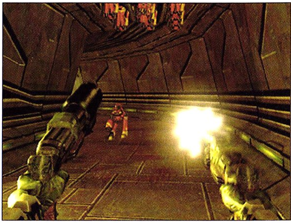
Jurassic Park III might well be one of the summer's most anticipated films, but if you're expecting this **November**'s licensed game from **Universal** to follow the movie's plot, forget about it. Jurassic Park: Survival represents an entirely new story only *based* on Michael Crichton's world (well, island or two, actually) of cloned dinosaurs who prance around the 21st century as though it were 65 million years ago. As David Vaughn, a researcher visiting a dino-infested island, things get hairy when Biosyn attempts a hostile takeover. After your plunge over a mighty waterfall in your escape attempt, the evil corporation presumes you to be dead. You're not, of course—but with limited supplies, not to mention a forest full of hungry dinosaurs and gun-toting Biosyn agents, you could very well be soon.

Though the word Survival in the game's title—and maybe even a quick look at the screens—might lead you to think of the game as survival horror, it actually places more of an emphasis on action, though surviving is certainly your main goal. (An obvious comparison: It's more like the sequel to Dino Crisis than the original.) Aside from standard running around, you'll also find yourself cruising atop an ATV and solving puzzles, some of which actually require using the dinosaurs to help you out.



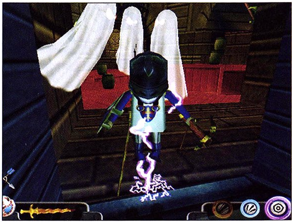


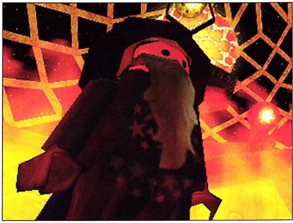




Maelstrom

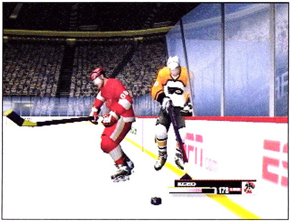
Prepare for a new kind of first-person shooter. Or a new kind of space-combat sim. Depends on how you look at it, really, since this new title from **Titus** combines both styles of play: You begin the game as a space pirate piloting a small, nimble dogfighting craft (think Colony Wars), but you can gain entry to much larger craft, whereupon the game switches over to a first-person shooter. Expect to hear more about this intriguing title before its **holiday** release.





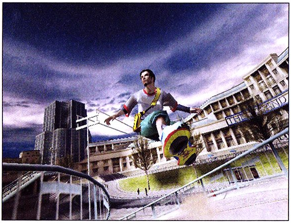
Hype: The Time Quest

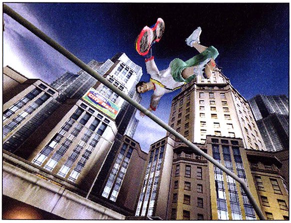
Remember those Playmobil playsets you had as a kid? That rich mine of nostalgia has been tapped by **Ubi Soft**, in a game set for release this **winter**. Focusing on Playmobil's popular medieval theme, the game puts you in the role of Hype, banished to the past by an evil sorcerer, who now must travel through 14 3D worlds to rejoin the present. Interacting with 80 Playmobil characters along the way, he has only a sword, crossbow and arsenal of spells to aid him.



ESPN National Hockey Night 2002

For now, we know little about **Konami**'s latest venture into the NHL, but we're hoping it strays away from last year's sad effort. We know that Chicago Blackhawks winger Tony Amonte will be on the cover, and ESPN's Bill Clement and Gary Thorne will provide the play-by-play banter. Besides that, the game features over 800 mo-cap animations and a Create-A-Player option. Once we find more on this **fall** release, we'll update you. Until then, enjoy the offseason.





Airblade

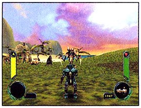
Criterion Software, developer of the Dreamcast hoverboard game Trickstyle, is preparing a follow-up for the PS2, due out in Europe this **fall**. Though Sony CEA has yet to confirm a U.S. release, the fact that **Sony Europe** is publishing it overseas makes it a safe bet. The game takes extreme sports years into the future, allowing players to trick their way through futuristic environments in a Tony Hawk-style mission mode—albeit with a more simplistic trick engine.

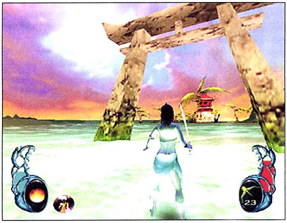
Giants: Citizen Kabuto

Finally, a game with beer-guzzling aliens

The Island isn't an island. Rather, it's a planetary formation consisting of 16 unique islands—not to mention three intelligent races who don't exactly like each other very much. In one corner, you've got the Sea Reapers, with their magical abilities and adeptness for the sea. Then you have the British-accented Meccaryans, an alien race that, in addition to enjoying many a fine alcoholic beverage, has the advantage of technological superiority. Finally, the giant, Kabuto, is a race and an army (even a citizen, if you will) unto himself, depending on his sheer size and brute strength to get the job done.

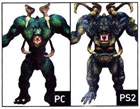
You'll play as all of the three races throughout the storyline, taking on over 45 missions in the process. Gameplay takes the form of a first- or third-person action/adventure, including a great deal of variety such as racing and base-building missions. It all happens in a colorful world, as the creators at **Digital Mayhem** took great pains to deliver a game in the genre that wasn't overly dark and brooding, like many others. And being from the developer of the hilarious MDK2 Armageddon, Giants places a heavy emphasis on humor, illustrated most convincingly during the cutscenes between missions. We'll see how things come together when **Interplay** releases it in **August**.

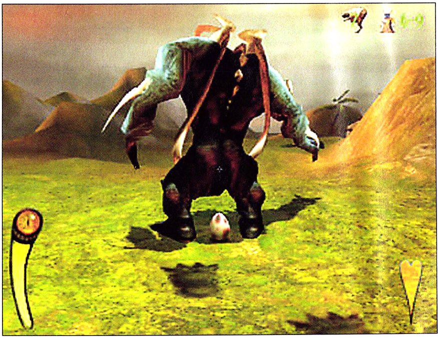




Enhanced From the PC Version

The PC version of Giants never ranked on PC Data's monthly top 20 charts, but Interplay is making enhancements and changes to the PS2 version to make it more appealing to console gamers. Aside from better-looking character models (right), the PS2 version includes a simpler control scheme, new particle effects, a lesser emphasis on strategy in favor of action, and a better save system.





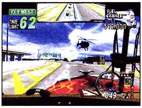
18 Wheeler: American Pro Trucker

Ten-four, good buddy!

If you've been to a sizeable arcade recently, chances are you've seen it: a huge sit-down cabinet with an enormous, almost perfectly horizontal steering wheel—complete with ear-splitting horn. That's right, sonny, it's 18 Wheeler, Sega's newest occupational simulation, and it's coming to the PS2 courtesy of **Acclaim** this **August**.

OK, so 18 Wheeler isn't any more of a simulation than Crazy Taxi, and the goal has just as tenuous a connection with reality: Your mission is to travel cross-country, straight from New York to California, in a race against the clock—and other big-rig drivers are frighteningly eager to knock you off the road. Along the way you'll make use of every shortcut you can find (including some that take you offroad, making for a very bouncy ride), and try to earn more time by plowing through other appropriately marked vehicles. You'll take on the role of one of the five available drivers (each with a different rig reflecting their personalities), and set out to conquer four different courses and six Crazy Box-style minigames.

It's uncertain at this point whether Acclaim plans to add anything to the Dreamcast version (though it's unlikely), but you will be able to compete against another player in split-screen mode.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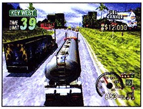
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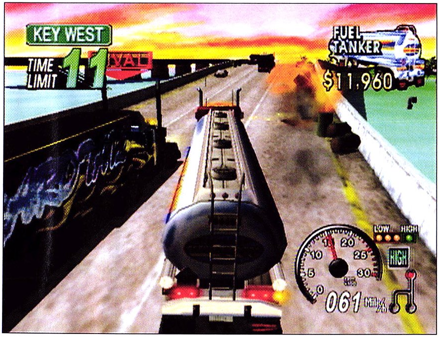
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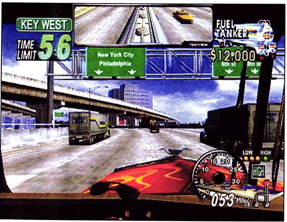
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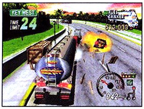
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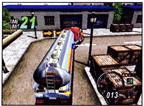
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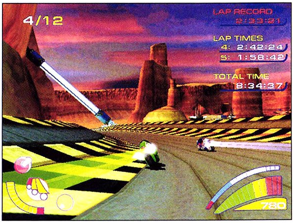
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5: 1:58:42
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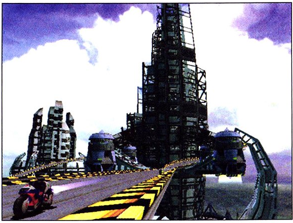
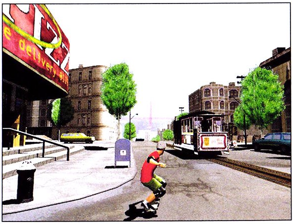


Extreme-G 3

Acclaim's, er, acclaimed N64 racing series makes an appearance on the PS2 in the **third quarter** of this year. If you're not familiar with the series, suffice it to say this is one of the most insanely fast racers you'll ever come across. The PS2 version sports enormous environments with dizzying sight distances, featuring nine tracks set in six diverse environments, from desert canyons, to deep forests, to futuristic cities. Strap yourselves in—it's going to be a wild ride.



ESPN X Games Skateboarding

With Tony Hawk 3 on the way, it's going to be a battle for second place in the PS2 skateboarding game wars. **Konami**'s X Games Skateboarding features eight skaters including Bob Burnquist (THPS 1 & 2), Colin McKay, Chris Senn, Kerry Getz and others who we won't care to know anything about unless the game impresses us when it comes out in **September**. Skate in San Fran, NYC, and L.A., or in fantasy levels like on the Titanic and in a museum.

Tribes 2

Tribes 2 has helped revolutionize first-person shooters on the PC with its 60-player arenas and variety of vehicles. But in a surprise move, **Sierra**'s hot game showed up at E3 running on six networked PS2s—and as a result, also appeared in Sony's online plans. Though we've heard PS2 owners will not be able to compete against PC players, expect the games to be otherwise virtually identical, right down to the mouse/keyboard support. Watch for it this **winter**.

Conflict Zone

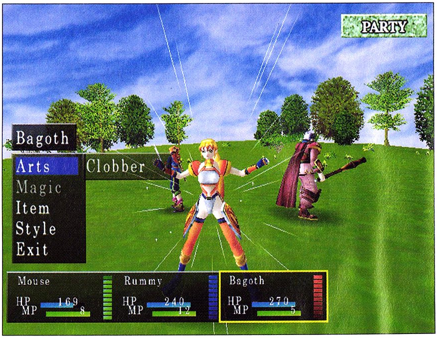
Here's the neato twist in this real-time military strategy game from **Red Storm** and **Ubi Soft**: Not only do you have to contend with your foe, but you also have to worry about how the public responds to your actions. As if staring down the muzzles of a squad of tanks isn't difficult enough, now you've got a battalion of TV cameras recording your every move, with Johnny Q. Public casting a critical gaze upon you. Get ready to face the court of public opinion this **winter**.

Ephemeral Fantasia

Déjà vú all over again

Ever experience déjà vú? Don't worry, you'll have plenty of time to get used to that old familiar feeling when **Konami** releases Ephemeral Fantasia this **summer**. Set on Pandureu, a utopian island of peace, harmony and beauty, this RPG begins just days before a long-awaited royal wedding. You play the role of a traveling musician named Mouse who has been hired to perform at the event, but as you arrive at the palace you discover that the entire island has been locked in a five-day time loop by an evil sorcerer named Zerphapolis. Now, with the help of your trusty talking guitar Pachimo (or is that a lute? We can't quite decide), you must help free the island from the spell so that the wedding goes on as planned.

In true *Groundhog Day* fashion, you must learn about the people and places of Pandureu in order to enlist the aid of various characters, some of whom join your party—at least for one pass through the time loop. Some characters have no idea they're under a spell, while others may be aware of the problem (as Mouse is) but may lack the skills or power to do anything about it. In short, you're Pandureu's only hope. It's up to you to wander the expansive island, battle fantastic beasts in real-time combat, and eventually defeat Zerphapolis and restore peace and harmony to the land. Good luck.



Lute Freaks?

Prior to Ephemeral Fantasia's release in Japan, Konami announced that the music-themed game would support their Guitar Freaks controller (available only in Japan). As it turned out, the controller was only used for a brief minigame that was, in effect, a six-song demo of Guitar Freaks—fun, but not exactly integral to the game. No word yet on whether the U.S version includes the minigame.

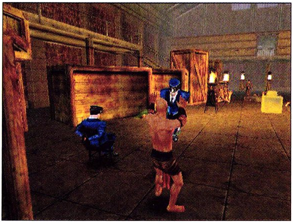
The Mummy Returns

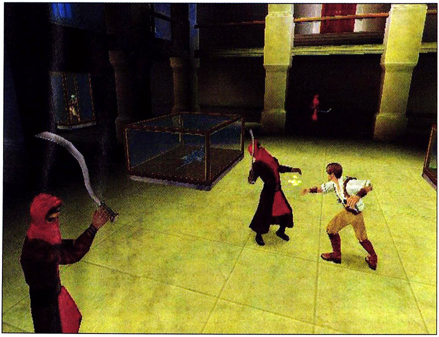
But will another good-for-nothing game?

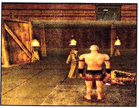
Last year, The Mummy on PS one perfectly fit into the stereotype of games based on movies. To put it bluntly, it sucked. But we're willing to give **Universal** another chance, now that The Mummy Returns, based on this summer's blockbuster of a sequel, seems to be taking things in a different direction.

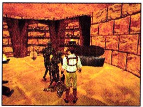
Most immediately, you'll notice the choice to play as either Brendan Fraser's heroic character, Rick O'Connell, or the walking dead guy himself, Imhotep. Either way, your exploits in the game follow the trials and tribulations seen in the film. As Rick, your adventure involves (spoiler alert here, if you haven't seen the movie) saving your son Alex from Imhotep, eventually resuscitating your wife Evelyn, and then saving the world. As the mummy, you have magical powers at your disposal to use against Rick, Ardeth Bay and his Medjai, and more. In both cases, you must defeat pygmy mummies and face off against the Scorpion King in a climactic confrontation.

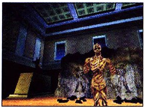
Even though we have yet to see the Scorpion King in action, our interest was piqued by the Universal representative who showed us the game at E3. "Our render of The Rock looks even better than what THQ has in store for SmackDown! 3," he boasted. Strong words. We'll see if they're true this **October**.







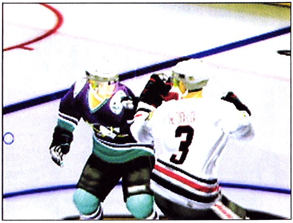




NHL Hitz 20-02

Get your Hitz with hockey's "Blitz"

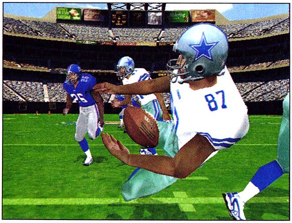
After EA Sports' Rock the Rink bombed on the PS one, it looked like the death of extreme hockey. Lucky for puck fans, **Midway**'s taking a chance, and its three-on-three (plus a goalie) is a riot. NHL Hitz 20-02 (we don't get the hyphen either) is a fun and fiery escapade that includes the NHL license and plenty of unlockable rinks (you can play on a glistening sheen of sand in the desert or inside a castle). It also boasts the best fighting engine we've experienced in a hockey game. When brawling, you can block, throw a wild haymaker or a quick jab. Even after getting knocked down you can get back up for more fisticuffs. The gloves drop this **fall**.



Darkened Skye

For those of you disappointed by the lack of fruit-flavored candy in your action/RPGs of late, **Simon & Schuster** aims to appease you with the release of Darkened Skye **next year**. Starring an intentionally realistically proportioned heroine, you must guide young Skye on a quest to terminate the demons who entered her world when she picked up the enigmatic Skittle that gave her the power of fire. She'll find more along the way, each with its own magic. We kid you not.

Q.B.CLUB
Q.B.CLUB
Klaim
Klaim



NFL Quarterback Club 2002

It's been a long couple of years for **Acclaim**'s QB Club. That's because of a steady decline in quality while it struggled from the N64 to the Dreamcast. Now it's taking a run at the PS2, and with unlockable stud retirees like Elway, Marino and Simms, we'll give this one the benefit of the doubt. **Later this year**, expect the NFL Quarterback Challenge, which pits players against one another in head-to-head events like speed, long-distance throw, and read and recognition.

Legion: The Legend of Excalibur

The Knights of the Round Table head to PS2

When **7 Studios** (made up of members of Westwood Studios who worked on Command & Conquer) decided to make a real-time strategy for **Midway** on PS2, its choice of subject material was clear: Arthurian legend. But not wanting to deliver a straight-up RTS, the developer has also opted to include elements of action and RPG gaming, as well. For instance, you take an active role in controlling two of the 12 Knights of the Round Table recruited throughout the game (and Merlin) against Morgana's army through 14 missions, each with primary and secondary objectives. Attack by way of the sword or magic (the game includes over 100 kinds of enchanted weapons, armor and other items), and advance in rank as you gain experience. All the while, earn gold to recruit troops to assist you, and remember to keep a good sense of karma with any villagers you encounter—killing sheep for no reason won't put you on good terms with the locals, for example. But no one's going to stop your ruthlessness this **fall**.

Taking Liberties

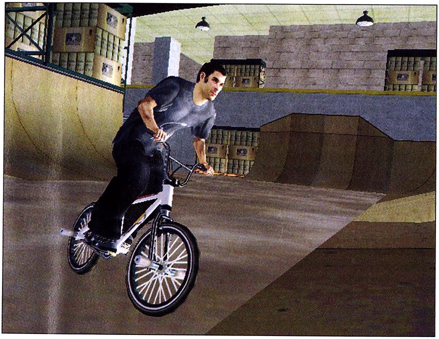
In order to better suit what it feels to be the greater part of the PS2 audience seeking a real-time strategy/action/RPG gaming hybrid, 7 Studios has taken a few liberties with Legion's source material. For one thing, fantastical creatures like golems and orcs join the human soldiers in Morgana's army. But perhaps most alarming to purists of Arthurian legend? Four of the game's 12 Knights of the Round Table are women—one being Guenevere.

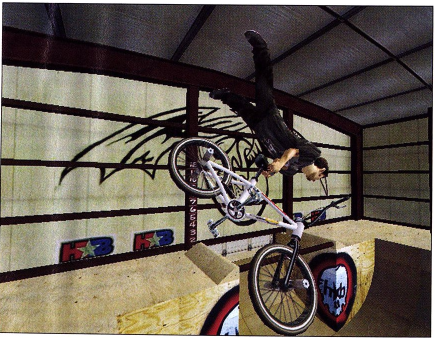
Mat Hoffman's Pro BMX 2

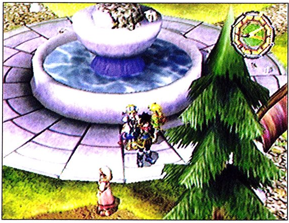
Dust off your handlebars, Hoffman's headed to PS2

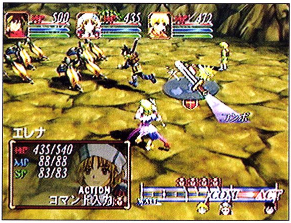
It's no surprise that **Activision**'s Mat Hoffman for PS one is atop the sales charts. It's the first truly dynamic BMX game where you can waste away four or five hours trying to clear the levels and then end up hanging around another couple of hours trying to string together the perfect trick sequence. You look at the clock and think, "Darn, a whole day wasted." But then you grab the Hidden Cover or score 75,000 points, and you're happily using up even more vital hours.

With this in mind, it's as nice as it is dangerous that a sequel's in the works—this **winter**, prepare to dive into Mat Hoffman 2. With the game on the PS2, it means crisper graphics, slicker animations, and all eight bikers from the original back to tear up 10 bigger and more diverse terrains than the PS one hardware could handle. The great news: It's being developed by Rainbow Studios, the makers of the very fun ATV Offroad Fury. You'll also be able to create a rider and partake in a BMX Course editor.



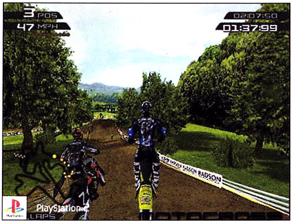






Grandia II

Developed by **Game Arts**, the same folks who brought you the Lunar series, comes this follow-up to one of the PS one's finest RPGs, Grandia. The game takes place after the original, but it features an entirely new storyline and a new set of characters. Battles have also been modified to offer a more real-time combat experience. And as would be assumed, the graphics have been given a complete next-gen overhaul. **Ubi Soft** plans to please RPGers this **November**.



MXrider

Infogrames might not have a motocross champion endorsing its version of the sport, but if last year's Moto Racer World Tour is any indication, MXrider's gameplay should speak for itself. Still, you will find a whopping 60 pro riders in the game, not to mention 16 World Championship circuits spread over 13 countries worldwide. **Paradigm** has paid special attention to the game's physics, as well as its deep career mode that even gauges your popularity. Play it this **fall**.

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Coming Soon

July

Digimon Digital Card Battle	Bandai	Card Game
Final Fantasy Chronicles	Square EA	RPG
IHRA Drag Racing	Bethesda	Drag Racing
Rescue Heroes: Molten Menace	Knowledge	Adventure
Rocket Power	THQ	X-Sports
Saiyuki: Journey West	Koei	Strategy
Sea-Doo Hydrocross	Vatical	Racing
Sky Diving Extreme	Crave	X-Sports

August

Hoshigami: Ruining Blue Earth	Atlus	Strategy
Madden NFL 2002	EA Sports	Sports
NFL GameDay 2002	Sony CEA	Sports

September

Cargo!	Infogrames	Action
Digimon Grand Prix	Bandai	Kart Racing
Looney Tunes: Sheep Raider	Infogrames	Puzzle
NASCAR 2002	EA Sports	Racing
NASCAR Racers	Infogrames	Racing
Nicktoons Racing	Infogrames	Kart Racing
Spider-Man 2—Enter: Electro	Activision	Action
SpongeBob Squarepants	THQ	Action
Tiny Toons: Plucky's Big Adv.	Conspiracy	Adventure
V.I.P.	Ubi Soft	Action
X-Men: Mutant Academy 2	Activision	Fighting
You Don't Know Jack PlayStation	Sierra	Trivia

October

Arc the Lad Collection	Working Designs	RPG
Arthur's Quiz Show	The Learning Co.	Trivia
Barbie Explorer	Mattel	Action
Dance Dance Revolution: Disney	Konami	Dancing
Jumpstart Kindergarten	Knowledge Adv.	Edutainment
Tales of Destiny 2	Namco	RPG

Future Releases

Black & White	TBA	Adventure
Dexter's Laboratory	bam!	Action
Dragon Warrior VII	Enix	RPG
E.T. Interplanetary Mission	NewKidCo	Action
Harry Potter & Sorcerer's Stone	EA Games	Action
Hidden & Dangerous	Take 2	Action
Hooters Road Trip	Ubi Soft	Racing
In Cold Blood	DreamCatcher	Adventure
Mega Man X6	Capcom	Action
Monsters Inc.	Sony CEA	Action
NBA ShootOut 2002	Sony CEA	Sports
Obee: Tale of the Circus	Sound Source	Edutainment
One Piece Mansion	Capcom	Puzzle
Power Rangers Time Force	THQ	Action
The Powerpuff Girls	bam!	Fighting
Snoopy Unleashed	TBA	Action
Syphon Filter 3	Sony CEA	Action
Tennis	Agetec/A1 Games	Sports
Tony Hawk's Pro Skater 3	Activision	X-Sports
Twisted Metal: Small Brawl	Sony CEA	Action
Zoboomafoo	Encore	Edutainment

Unconfirmed Releases

C-12	Sony CEA	Action
Castlevania	Konami	Action
Jesse James 6-Shooter Shootout	Ubi Soft	Shooter
M&M's	Havas	Action
Rayman Brain Games	Ubi Soft	Puzzle

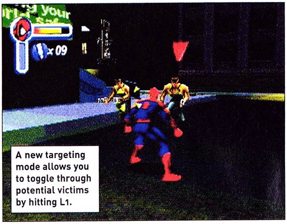
Spider-Man 2 Enter: Electro

This sequel will shock you

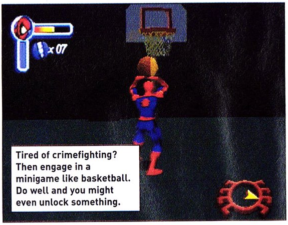
Electro is a madman with a master plan. And, as anyone who's ever picked up a comic book in their life knows, if the supervillain pulls off his fiendish plot, the result can only be one thing: world domination. Fortunately, your friendly neighborhood Spider-Man is there to quell such a threat in Spider-Man 2.

All of the gameplay elements that made the original game so engaging return for the sequel—the combos, the web attacks, the slinging between buildings. But new developer **Vicarious Visions** has also added a few new features. Now you can shoot web balls in mid-air, execute new combos, solve environmental puzzles, and even fight at ground level from time to time. The Spider-Phoenix and Insulated Armor costumes grant the Web-Slinger invulnerability and resistance to electricity, respectively, while new web fluid can freeze or shock enemies. The game also involves "more general superhero stuff, as opposed to fighting the 'big bad guy,'" says **Activision** producer T.Q. Jefferson.

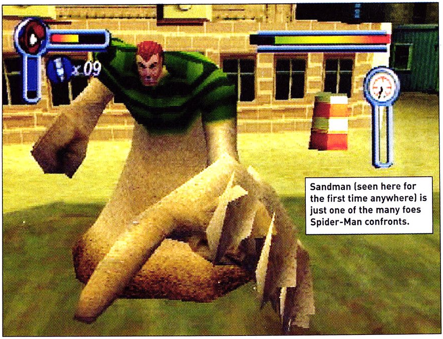
But that's not to say that the "big bad guys" don't show up. Throughout the 20-plus levels ahead of you, you can expect unique battles—ones you'll have to approach with a different strategy each time—with foes like Shocker and Sandman, along with the given climactic confrontation with Electro. Activision's keeping mum about any other evildoers, but we do know not to expect the return of anyone found last time—it's just "ones who are *not* in jail from the first game," says Jefferson. We're also not yet sure which Marvel allies will make guest appearances, only that they will. "It has to be a believable cameo," Jefferson comments. "We want to avoid throwing people in just for the sake of having a Marvel character." You can see who makes it in this **September**.



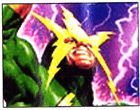
A new targeting mode allows you to toggle through potential victims by hitting L1.



Tired of crimefighting? Then engage in a minigame like basketball. Do well and you might even unlock something.

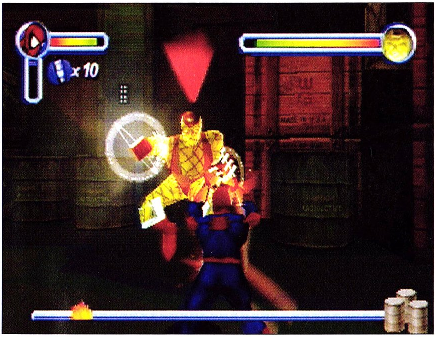


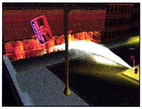
Sandman (seen here for the first time anywhere) is just one of the many foes Spider-Man confronts.

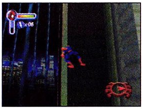


The Villain

You'd think getting struck by lightning while holding power lines would kill you. Quite the contrary for Maxwell Dillon (above), who, after such an incident, became a human electrical capacitor. Unlike Spider-Man, though, Dillon opted to use his power for personal gain, adopting the moniker of Electro. Since appearing first in 1964's *The Amazing Spider-Man* #9, Electro has terrorized New York with diabolical plans—and been thwarted by Spidey many times.

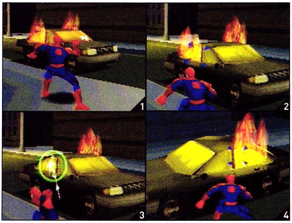


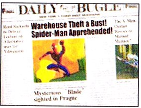




A Hot Time

Aside from kicking the collective butts of Electro and his henchmen, Spider-Man also has some more traditional do-gooding to take care of—like firefighting. In order to extinguish the flames engulfing the car to the right (1), Spidey must aim his arm carefully at the window (2), stymie the blaze with a shot of web fluid (3), then do it all again on the other side (4). Act too slowly on the second half, though, and the fire reignites. Where's Iceman when you need him?

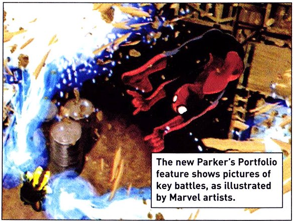




DAILY BUGLE

Warehouse Theft a Bust!
Spider-Man Apprehended!

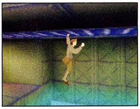
Mysterious Blade sighted in Prague

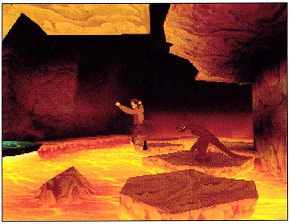


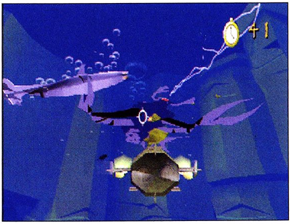
The new Parker's Portfolio feature shows pictures of key battles, as illustrated by Marvel artists.

Atlantis: The Lost Empire

By now you've probably seen Disney's latest animated feature on the big screen. Heck, you may have already even played this game, since **Sony CEA** released Atlantis on **June 12** to coincide with its theatrical debut. And if that's the case, you already know that you as Milo and the five members of his team must embark upon 12 huge levels of various types of 3D action—platforming, puzzle solving, racing and more—mostly all set under water. Expect a review of it next issue.





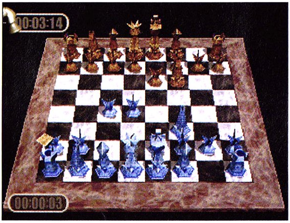


The Powerpuff Girls

The pint-sized superheroines of Townsville make their PS one debut this **winter**, when **bam!** releases this 3D fighting game based on their popular Cartoon Network show. Villains Ace, Princess, Big Billy, Him, Sedusa, Fuzzy Lumpkin and, of course, Mojo Jojo compete against Blossom, Buttercup and Bubbles, all of whom can replenish their health by collecting vials of Chemical X, then executing special moves such as Fire Laser Eyes, Tornado Moves and Ice Breath.

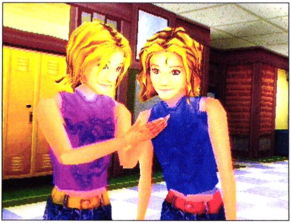
Virtual Kasparov

With World Chess Champion Gary Kasparov spearheading a new effort to incorporate chess into schools as a way of honing young minds, **Titus**' title, which should be on shelves **now**, couldn't come at a more appropriate time. The game features a tutorial mode in which Kasparov offers video advice, as well as other video chess standards like classic matches and in-depth, on-the-fly advice. With the PS one's limited chess library, this should be a welcome addition.



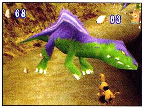
Mary-Kate & Ashley: Crush Course

Remember that time you got a love note—but, sure as it's time for you to move from a training bra to the real thing, you didn't know who wrote it? Was it Johnny in algebra class? Sammy in history? Todd in home ec? If you only knew! Therein lies the problem for the Olsen twins, who aim to discover their cuties' identities this **fall**, thanks to **Acclaim**. They'll take part in over 30 levels of varying gameplay types, from miniature golf, to snapping photos, to cheerleading. Dreamy!



Scooby-Doo and the Cyber Chase

Zoinks! **THQ** brings those meddling kids from the Cartoon Network and Saturday mornings past to the PS one. You'll have to maneuver Scooby, Shaggy, Fred, Daphne and Velma through 18 levels based on actual artwork from the upcoming Scooby movie. We know that Don Knotts, the Harlem Globetrotters, and Batman and Robin won't show up, but who needs them when you've got plenty of Scooby Snacks to devour? Help Scooby unmask the Phantom Virus this **fall**.



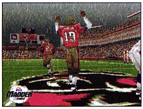
Madden NFL 2002

Going back in time

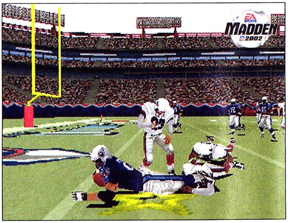
Last year, we called Madden NFL 2001 the greatest sports game to grace the PS one. The graphics were the best in the business, the AI was air-tight, and the gameplay surpassed that of the years before by leaps and bounds. Now, **EA Sports** hopes to continue to evolve the franchise even further. One check in the improvement box is the addition of the Madden Classic Mode, where you can play a pixel-perfect rendition of John Madden Football '93. Even better, you can play with today's teams, like the Jaguars and the Titans—you're not restricted by the laws of chronology.

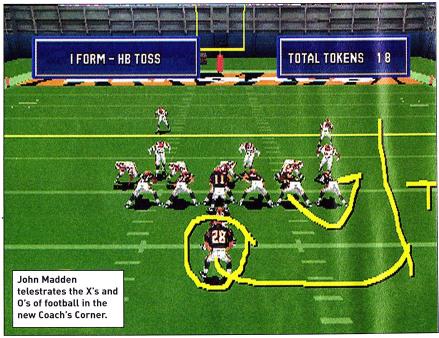
Hey, remember the Two-Minute Drill? Well, it's been improved with the inclusion of a new defensive mode, as you try to hold your lead with tenacious D. Head-to-head mode also debuts, where you can get in a nice Madden experience in under five minutes. Can you say "Madden party"?

In addition to these and the usual roster updates, this **summer** release also features further additions, like a new kick meter (more challenging and more fun), cheerleaders on Madden cards (whatever for?), and a Madden Meter to track your players' intensity level. Another weird addition for when you've stupidly gone for it on 4th and 16: the new "mulligan" feature for do-overs. Is there *anything* left to add?

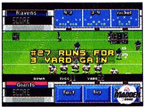


MADDEN 2002





John Madden telestrates the X's and O's of football in the new Coach's Corner.



Back in the Day

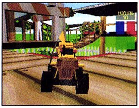
While you were overplaying John Madden '93 way back when, real NFL football was still going on outside your basement. Here are historical notes from the '93 season: a) The Dallas Cowboys whitewashed the Buffalo Bills 52-17 in Super Bowl XXVII, b) Drew Bledsoe was the #1 overall pick by the New England Patriots in the draft, and c) Deion Sanders was the Defensive MVP...for the Atlanta Falcons.

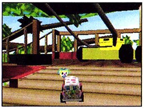
Twisted Metal: Small Brawl

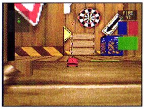
Car combat goes kiddie

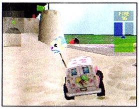
Sparked by the relaunch of the PlayStation with the more kid-friendly PS one format, **Sony CEA** has taken one of its flagship franchises, Twisted Metal, and given it a facelift to suit gamers of all ages this **fall**. The new TM installment, Small Brawl features many of the series' familiar characters, including Axel, Spector and Mr. Grimm—but places them behind the wheels of remote-control vehicles instead of the massive machines they once drove. Players navigate these cars through a variety of busy environments, like sandboxes, bowling alleys and abandoned movie theaters. And naturally, combatants have the ability to fire projectile arms at each other—this time coming in the form of spit wads, stink bombs, firecrackers and other inventive weaponry. These especially come in handy during two-player matches.

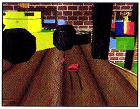
Developed by **Incognito**, the same team that created the first two TM titles and Twisted Metal: Black for the PS2, Small Brawl promises to retain the feel of the prior games—just with a lighter mood.

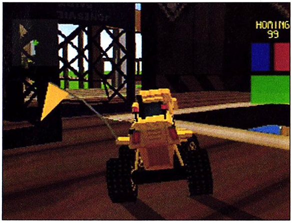


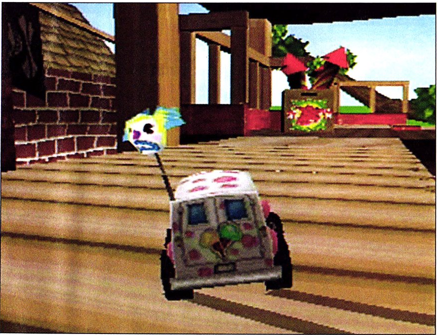






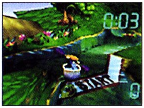


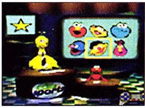




Sesame Street Sports

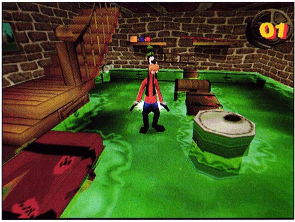
Sesame Street Sports features six events starring Ernie, Cookie Monster, Elmo, Zoe, Grover and Telly, along with interviews and commentary by good ol' Big Bird. Quite possibly the first PS one sports game developed especially for an audience no older than 6 or 7, the game has been specially programmed to both obey controller commands as well as go by itself for early gamers who might lack coordination. **NewKidCo** tells you how to get to Sesame Street **this month**.

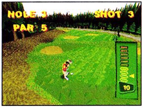


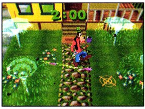


Goofy's Fun House

Goofy wants you to see his home movies. One problem, though: Certain items needed to play the films are missing, spread throughout his house. Now it's up to you to help the Disney dog (he is a dog, right?) find the missing items. Your reward? Classic Goofy cartoons—over 40 minutes' worth. In order to earn the right to see these great pieces of animation, you must first solve puzzles, play different types of games, and more. **NewKidCo** releases Goofy's Fun House this **fall**.

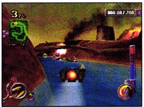


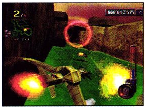


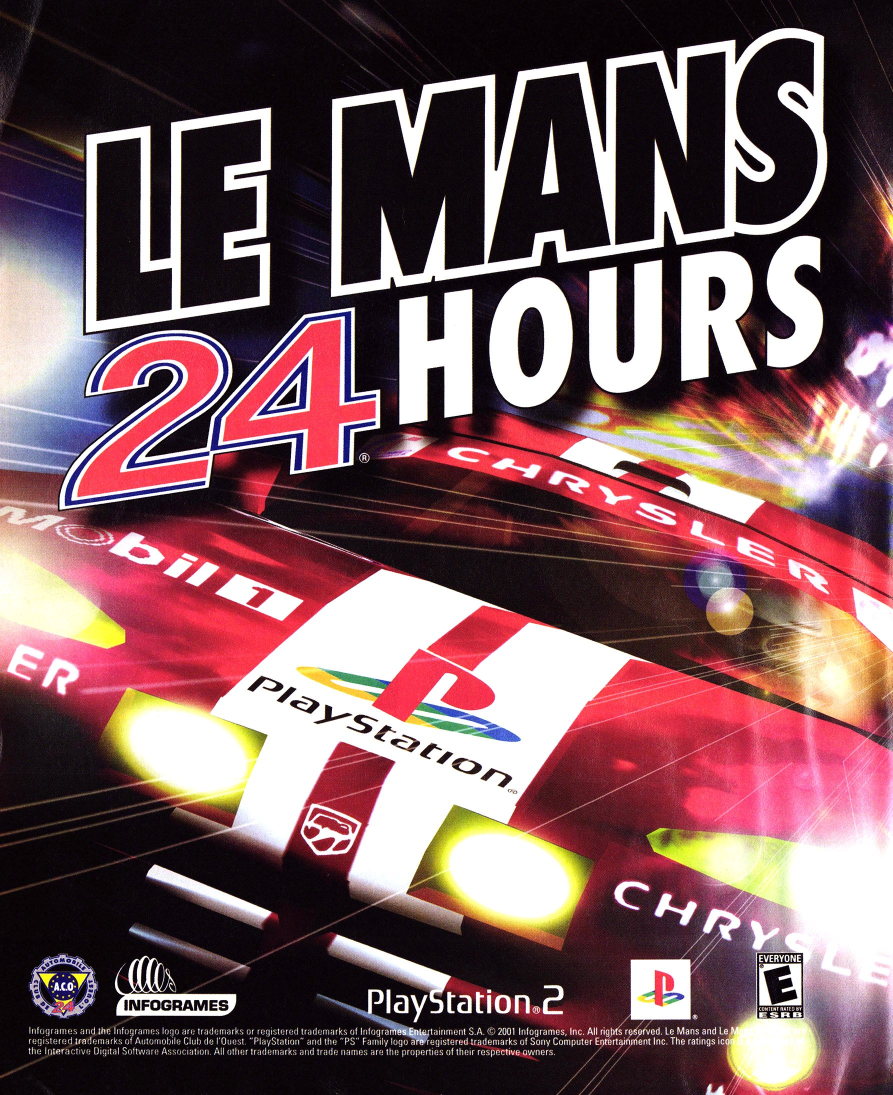


Hot Wheels Extreme Racing

Usually, the word "extreme" in a racing title is something we can't help but make fun of. But if Hot Wheels Extreme Racing is anything like **THQ** makes it out to be, then gaming's most overused word might actually apply. Not only does the game involve racing across land, sea and air, but you'll cover them all in *one race*, as your fully customizable vehicle morphs into whatever form seems most appropriate. Challenge as many as three friends when the game ships this **fall**.






LE MANS
24® HOURS
CHRYSLER
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CONTENT RATED BY
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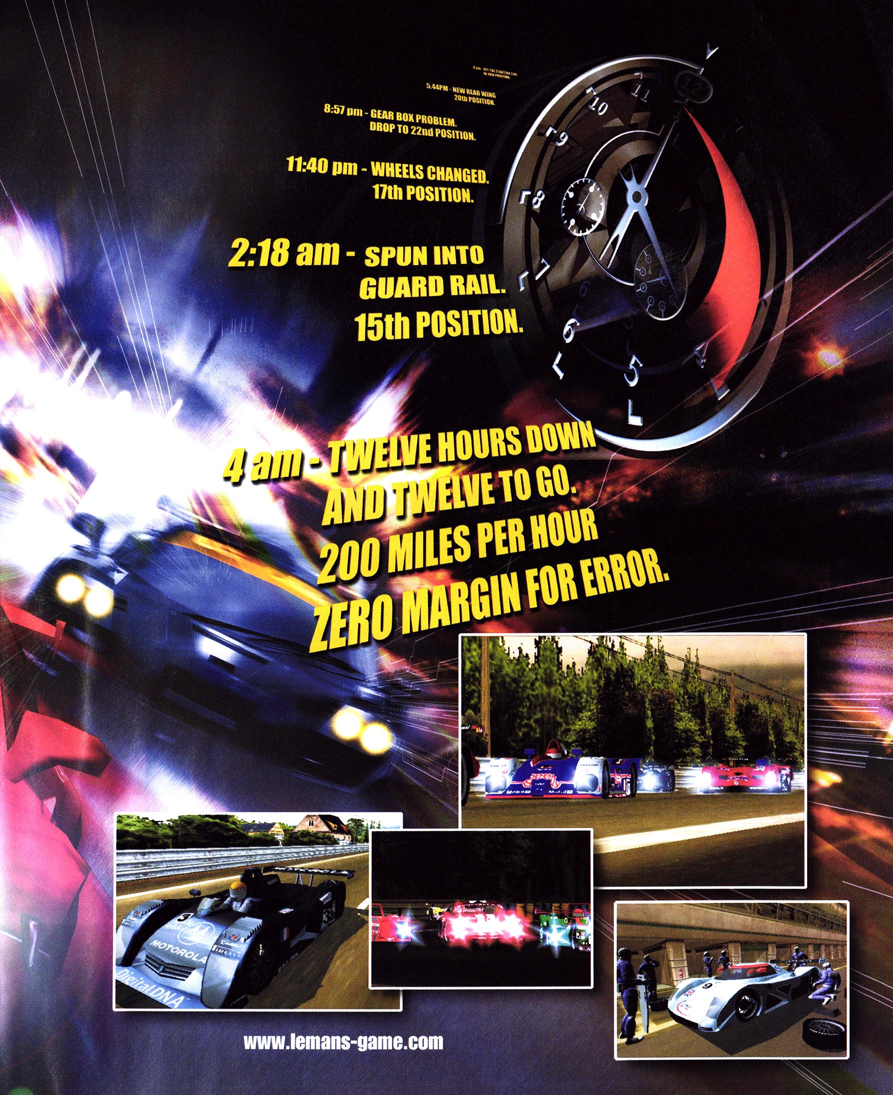


4 pm - OFF THE STARTING LINE IN 18th POSITION.

5.44PM - NEW REAR WING 20th POSITION.

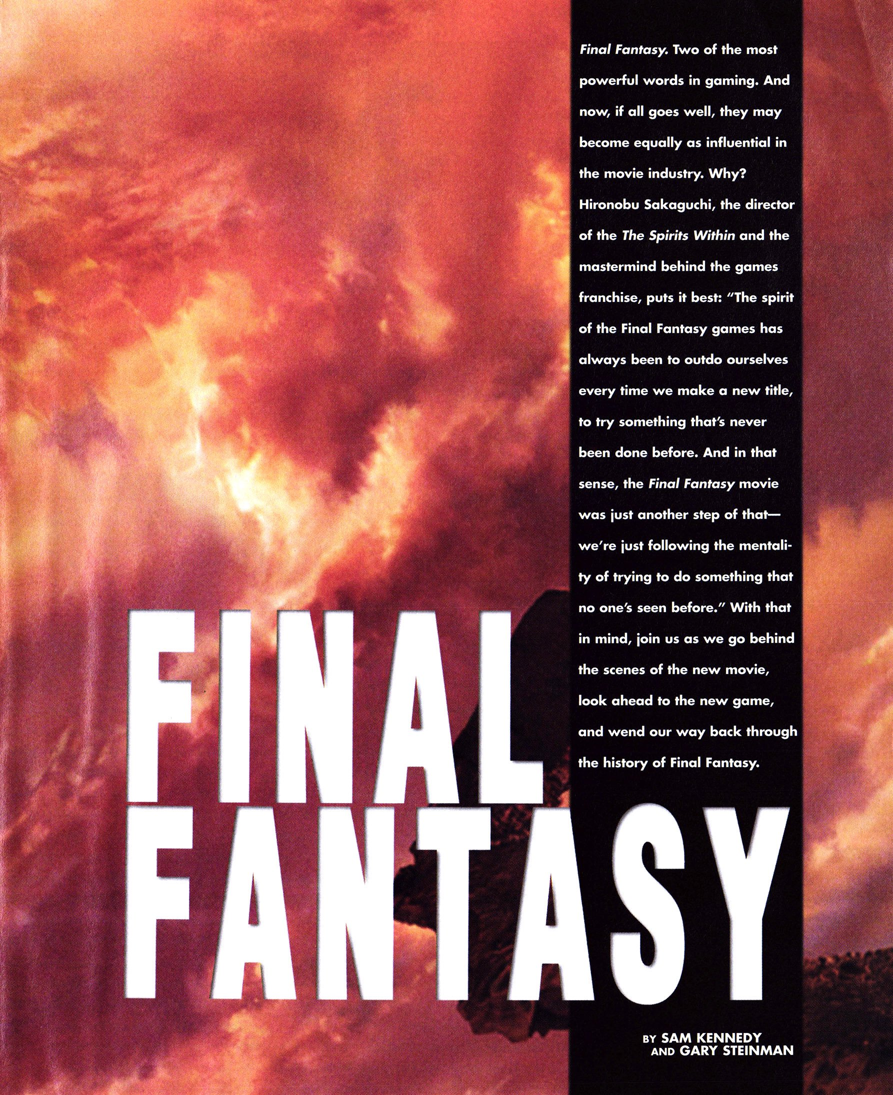
8:57 pm - GEAR BOX PROBLEM. DROP TO 22nd POSITION.

11:40 pm - WHEELS CHANGED. 17th POSITION.

2:18 am - SPUN INTO GUARD RAIL. 15th POSITION.

4 am - TWELVE HOURS DOWN AND TWELVE TO GO. 200 MILES PER HOUR ZERO MARGIN FOR ERROR.

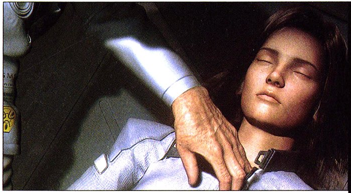
www.lemans-game.com



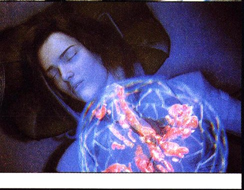
FINAL FANTASY

Final Fantasy. Two of the most powerful words in gaming. And now, if all goes well, they may become equally as influential in the movie industry. Why? Hironobu Sakaguchi, the director of the *The Spirits Within* and the mastermind behind the games franchise, puts it best: "The spirit of the Final Fantasy games has always been to outdo ourselves every time we make a new title, to try something that's never been done before. And in that sense, the *Final Fantasy* movie was just another step of that—we're just following the mentality of trying to do something that no one's seen before." With that in mind, join us as we go behind the scenes of the new movie, look ahead to the new game, and wend our way back through the history of Final Fantasy.

BY **SAM KENNEDY**
AND **GARY STEINMAN**



THE MOVIE



Sometime during the creation of Square's first Final Fantasy for the PlayStation, director Hironobu Sakaguchi was struck with a rather grand idea. It was 1996 and *Toy Story*'s remarkable success at the box office was still fresh on everyone's minds. Especially Sakaguchi's. Recognizing that computer graphics were capable of conveying an entire movie's storyline, Sakaguchi came up with the idea of creating a film of his own. After all, the quality of the computer graphics being produced by his team rivaled anything coming out of Hollywood at that time. And so by the time Final Fantasy VII was wowing people around the world, Sakaguchi was already well into scheming his big-screen epic.

Four years and two Final Fantasy games later, his film has finally been released to the summer moviegoing public. But getting here was no easy task for the visionary director. With production costs soaring millions over budget and several delays in the film's output schedule, the *Final Fantasy* movie nearly bankrupted Square. Requiring massive investment from the Japanese company and even Sakaguchi himself, the movie was a huge gamble, but one well worth the cost should it fare well. And for this, Square is banking on cutting-edge computer graphics to command success at the box office. That, and the fact that *Final Fantasy: The Spirits Within* is a film based on the most popular video game series of all time.

Sakaguchi knew that motion pictures are a very different beast than video games and required a careful new approach. "Movies based on games seem to fail because they just try to re-create the game world," he states. "They simply re-create the characters and their stories, and as a result they become overly familiar and predictable. I didn't want this to be a simple offshoot of the game." So Sakaguchi set off and created a new set of characters and stories that would appeal to his new audience, yet would still fall in line with the Final Fantasy games. "Even though the story and the world are very different from the Final Fantasy games, I think people will still be able to come away from the movie with the belief that it is indeed a part of the Final Fantasy series. After all, even though the games are all called Final Fantasy, each time they have different plots and characters."

> **"WHEN I'M WORKING ON A GAME, I WOULD MUCH RATHER BE WORKING ON A MOVIE, AND WHEN I'M MAKING A MOVIE, I'D RATHER BE WORKING ON A GAME, BECAUSE IT'S VERY ARDUOUS."** *– Hironobu Sakaguchi*

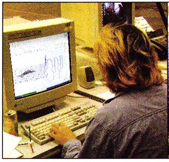
Sakaguchi believes that it's the themes that tie all the games, and now this movie, together. "The themes of the movie deal with the concept of life and death and the human spirit, which you'll also find in Final Fantasy VII and IX," he explains. It was because of these themes that Sakaguchi chose a futuristic setting for the film, as he wanted a world where life was "studied and understood scientifically." And he felt that by placing the story on Earth, the characters and their stories would be that much more believable. "Because we wanted to go with the realistic angle we decided that we needed to set it on Earth. We also wanted to challenge ourselves in creating human characters that look as real as possible."

And creating true-to-life human characters is a goal that Sakaguchi and his team no doubt accomplished. At times, one can completely forget that these on-screen actors are nothing more than computer-generated images in motion. But that's one of the main draws of *The Spirits Within*: The movie immediately captivates you with its previously unseen realism. "Our characters look and feel like regular humans," says Sakaguchi. "I think it was an amazing feat of technology that we were able to accomplish this level of realism. And I think it's OK to look at Aki and be convinced that she's human." In fact, it would appear that sometimes even Sakaguchi believes Aki to be real. He, along with Columbia Pictures, have been marketing her as if she's a real-life celebrity from the movie, even landing her a full-page bikini photo in the popular men's magazine *Maxim*.

But this struggle for photorealism has also sparked some debate among the film

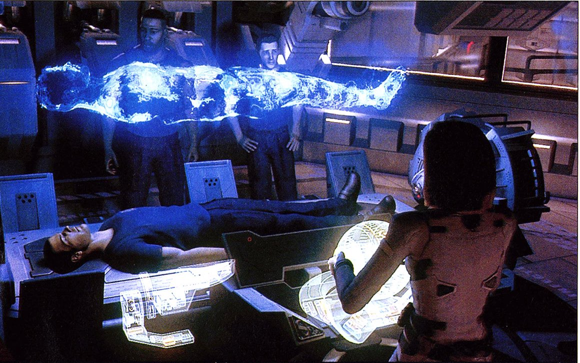
CAMEOS

Sakaguchi felt inclined to throw a few nods in the movie to hardcore Final Fantasy devotees. "The chocobo character can actually be spotted in a couple of the scenes," he admits. "It's kind of difficult to see, but you can catch a chocobo on Aki's T-shirt in one scene, or in somebody's suitcase, or on a wall." In fact, Sakaguchi himself makes a cameo appearance, in a big conference room scene. "If you look carefully, you can see me in full CG as one of the members." And don't think that it's a mere coincidence that the name of the character Sid in the movie happens to sound a lot like Cid from the games.



CREATING THE FANTASY

To create the incredible visuals of *Final Fantasy: The Spirits Within*, Square Pictures built a $40 million state-of-the-art computer graphics studio in Honolulu, Hawaii. Housing a multitude of SGI Octane computers, the studio has a total of 960 supercharged CPUs rendering the many breathtaking sequences in the movie. And all this processing power is needed: Aki alone features 60,000 hairs on her head, each individually influenced by movement, wind or light. Even with so much computing power, it can still take up to 20 minutes to render a *single* frame of animation and then 10 minutes to save it.



> **"It would be my hope that maybe just a handful of the audience will walk away with some appreciation or interest in thinking about what is the human spirit."** – *Hironobu Sakaguchi*

community. To some in Hollywood, the idea of using synthetic actors—especially when it comes at such a hefty price tag—is rather troubling. Not only are there the philosophical issues of artificial actors replacing humans in film, but there are questions about its necessity. "There's a big difference between being realistic and being photorealistic," DreamWorks' Jeffrey Katzenberg told the *L.A. Times.* "Photorealism holds little or no interest to me. To me, the reason to animate something is to push it further from a realistic human character. If you could photograph somebody, why would you animate them?" Katzenberg, whose studio created this summer's earlier big CG movie hit, *Shrek*, was able to produce its blockbuster on a budget of $48 million, roughly one-third of Final Fantasy's estimated final cost. He makes a good point, but Sakaguchi maintains that the CG characters in *The Spirits Within* are more of a stylistic decision. "Rather than going for a totally human look," he points out, "I wanted to go in a little bit of a different direction and create our own look for our characters that's not quite photorealistic but obviously a lot different from the traditional cartoon look."

Hollywood insiders also worry about one other aspect of this extreme realism: a phenomenon known to robotics researchers as "the uncanny valley" effect. Essentially, this is the point at which a robot is so close to lifelike that people begin to focus on picking out any slight imperfections. There's a fear that viewers of *The Spirits Within* will become fixated on any unnatural motions or gestures of the characters instead of paying attention to the movie itself.

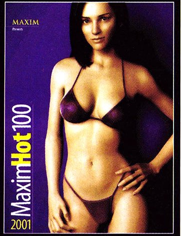
Undaunted by these concerns, Sakaguchi states that if his team had been able to spend more time on the movie, the characters would look even more realistic. "I'm really pleased with the level we attained," he says. "However, if we wanted to, we could have certainly improved a lot more."

For a movie that prides itself on its realism, any discussion of having too much of it can probably be accepted as a good thing. And that realism extends far beyond the characters themselves. In fact, *The Spirits Within* also sets its virtual heroes against some of the most extraordinary backdrops ever. The postapocalyptic setting, with its swirling dust clouds and debris being tossed in the wind, couldn't be more frightfully real. "You wouldn't believe how hard some of those guys worked," says lead animator Andy Jones about his environment team. "We have a sets and props department that make everything—literally everything is modeled—even little details like the tires on the cars." When a dried-up, cracked skull falls from a dead soldier's suit of armor, it tumbles along the ground in a shockingly authentic manner.

This world is definitely a lot darker and more ominous than those found in the games. "I like movies like *Blade Runner* and the atmosphere that it exudes," Sakaguchi comments on the visual inspiration for his picture. "You can see some of that reflected in *Final Fantasy.* But for the most part, because I was trying to create something new using computer graphics, everything had to be thought of from the ground up."

To help bring all this realism to life, the *Final Fantasy* team put a lot of effort into the camera work. The artists paid special attention to giving the camera realistic wobble effects and lots of motion. "A lot of the camera is based on traditional film methods, especially for scenes that are rather traditional-looking," says Jones. "It's kind of a cinematic language and people feel like it's more real when they see something they're used to. We contrast that with camera moves only possible in CG and people are like, 'Wow, that's amazing.'"

Aside from the visual aspects, though, *The Spirits Within* also features a much more realistic storyline than the heavily fantasy-based games. Taking place in the not-too-distant future (the year 2065, to be exact), the movie revolves around a sci-fi story of aliens invading Earth.



Aki shows off her digital assets in the pages of *Maxim*.

UNLEASH A
NEW REALITY

FINAL FANTASY
THE SPIRITS WITHIN
ORIGINAL MOTION PICTURE SOUNDTRACK

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FUTURE TIME

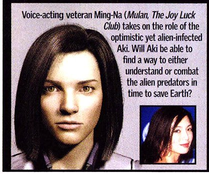
The holo-watch craze might still be a ways off, but that's not stopping Seiko from getting a headstart in the market. The company has built a prototype based on the one worn by Aki in the movie (right)—which unfortunately isn't for sale. Still, Seiko does have a stripped-down version of the *Final Fantasy* watch (right), which will retail for about $200. How cool is that?

As the story unfolds, moviegoers are introduced to a bleak, difficult situation: Aliens called Phantoms have invaded Earth and have killed off most of the world's population. The few cities left are all in shambles. Fortunately, Dr. Aki Ross and a military group called Deep Eyes have discovered a possible key to salvation: eight spirit waves scattered around the globe. After becoming infected by the Phantoms, Aki discovers that she has a strange connection with them and searches her dreams for a possible key to the survival of mankind. However, while all this is going on, the insidious General Hein is setting in motion an attempt at launching a space cannon that would destroy the Phantoms—and the Earth with it. The movie then turns into a race against time.

Was it a difficult adjustment for Sakaguchi to write a story for the movie instead of a game? "I don't think the rules for storytelling are that different," Sakaguchi tells us. "Obviously, the way it was conceived and constructed is different. But in the sense that there's a big theme underlying big, entertaining action sequences or love stories, in essence, the way I tell a movie's story is similar to a game's story." But Sakaguchi enjoyed his new opportunity to write to a movie audience, as he can delve deeper into the story and themes. "With the game, obviously you have to take the user into consideration and pull back a little bit and leave some control to the player at certain points. With the movie, it's straight storytelling, so you have to focus on what you want to tell the audience, because it is a one-way communication. Using this medium, I want to focus on presenting a stronger story and theme."

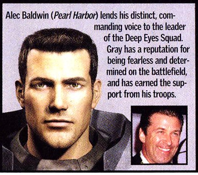
Integral to Sakaguchi's storytelling is the actual presentation of the dialogue, and for this Square went for nothing but Hollywood's best talent. "We pretty much got all the voices that we wanted," says producer Chris Lee. "There were a couple of people who came as a result of scheduling issues, such as Peri Gilpin. Originally, her character was Janeane Garofalo, and it was just a scheduling issue of when she could record for us...but we pretty much got everyone we wanted." Interestingly, the movie's characters and lines were for the most part left untouched by the actors chosen to voice their lines. "The settings for the characters came first," explains Sakaguchi. "Then I decided to look for the voice-actors who I thought best matched each character and the personalities I had in mind. I didn't build the characters based on the actors." He mentions only one exception: Steve Buscemi, who handles the voice of Neil. "Because he does have a distinctive, recognizable voice, there were several lines of dialogue changes that were done to

DR. AKI ROSS
MING-NA



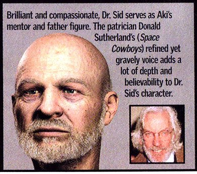
Voice-acting veteran Ming-Na (*Mulan, The Joy Luck Club*) takes on the role of the optimistic yet alien-infected Aki. Will Aki be able to find a way to either understand or combat the alien predators in time to save Earth?

CAPT. GRAY EDWARDS
ALEC BALDWIN



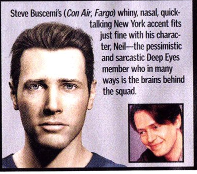
Alec Baldwin (*Pearl Harbor*) lends his distinct, commanding voice to the leader of the Deep Eyes Squad. Gray has a reputation for being fearless and determined on the battlefield, and has earned the support from his troops.

DR. SID
DONALD SUTHERLAND

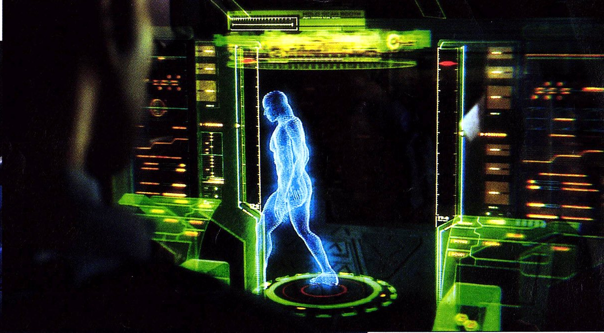


Brilliant and compassionate, Dr. Sid serves as Aki's mentor and father figure. The patrician Donald Sutherland's (*Space Cowboys*) refined yet gravely voice adds a lot of depth and believability to Dr. Sid's character.

NEIL FLEMING
STEVE BUSCEMI



Steve Buscemi's (*Con Air, Fargo*) whiny, nasal, quick-talking New York accent fits just fine with his character, Neil—the pessimistic and sarcastic Deep Eyes member who in many ways is the brains behind the squad.



accommodate his certain style." Chris Lee was also very impressed with Buscemi's style. "This is Steve Buscemi's first animated feature, which is very exciting for us. One thing that was very important to me was that the Deep Eyes have a good sense of humor and be able to do a lot of lines on their own. And that came out."

With a handful of popular Hollywood actors handling the voices, Square hopes that *Final Fantasy* will reach a broad new audience. "Certainly the people who play the games, and science-fiction fans—we would hope they will go see the movie," says Sakaguchi. "And it would be the best compliment for us to have them think this is a cool movie. However, because the story deals with a little more of a mature theme—it does deal with life, death and talks about what a spirit is—we hope that more of a broader audience, more of an adult age group, will come see this."

As for what Sakaguchi hopes viewers get out of the movie, "For the most part, I'd really like the audience to just go away from the film feeling satisfied from seeing a great entertainment movie," he says. "However, it would be my hope that maybe just a handful of the audience will walk away with some appreciation or interest in thinking about the human spirit, or what happens in life or death. It would be an honor if some people who have gone through some tough things in life—such as losing a loved one—if these people see the movie and maybe walk away with some element of hope or optimism about what happens when people die."

Sakaguchi is interested in how people will react to the movie, that's for sure. And this especially centers around how people take to the computer-generated characters, as his next CG feature film is already being conceptualized and could begin production as early as this summer. "My initial intention with this movie project was to really develop a topnotch computer graphics production studio, and making this movie was part of the challenge to hone and test our skills and technology," he states. "Now that the studio is up and running, I intend to create more movies. Not only that, but utilize the studio to produce different types of media—be that games or even a newer, totally different type of interactive entertainment using the quality of graphics that we achieved with the movie." And after seeing the technical achievements of *The Spirits Within*, the future seems very bright for Sakaguchi.

But the future also seems bright for one other star: Sakaguchi's virtual heroine Aki. It would seem that she has a strong career ahead of her—in future games, maybe, but certainly in movies. "I definitely want to make Aki our main digital actress," says Sakaguchi. "As any real actress, we'd like to see her in other features, such as commercials or even comedy movies." And in an industry based around image, Aki may just have a one-up on the rest of Hollywood. "Because Aki is a CG character, we have the advantage of showing her at any age. We can even have her come back as a 16-year-old girl."

That alone is sure to spark plenty of jealous looks from all the rest of the girls in Tinsel Town.

> **I think [previous video game movies] have been quick ripoffs of the franchises, and a lot of that has come from the fact that when you sell the rights to a studio, they go out and hire directors and writers who have no relationship with the material itself. I think that's the greatest thing about this feature—the man's doing it himself.** – ***Producer Chris Lee comments on Hironobu Sakaguchi***

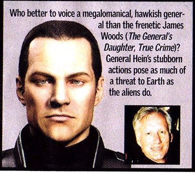
A FUTURE PS2 DVD

Square has hinted that it would like to do something special when *Final Fantasy: The Spirits Within* eventually has a DVD release. According to producer Jun Aida, they would like to create a deluxe interactive PS2 version of the movie. "You will be able to render certain sequences of the movie in real time, and be your own director, and change camera angles and shots," Aida says.

MUSINGS ON MUSIC

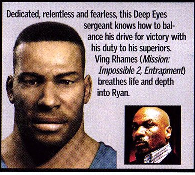
"Movie music is approached differently from game music," Hironobu Sakaguchi told us when we asked him why he didn't use veteran Final Fantasy composer Nobuo Uematsu for the film, instead opting for Elliot Goldenthal. "And since we are trying something new, we wanted to use a different approach. To that end, I really liked Mr. Goldenthal's style, because he has a very unique approach using his orchestra to create some really unique music and sounds." Among his credits, Goldenthal has scored *Batman Forever* (which netted him a Grammy) and *Interview With a Vampire* (for which he won a Golden Globe and Oscar nomination). Goldenthal has also composed symphonic pieces and theater works. If you like his score enough to pick up the soundtrack, you'll also be getting a nifty little extra—the disc contains a Final Fantasy X trailer in a hidden file!

GENERAL HEIN
JAMES WOODS



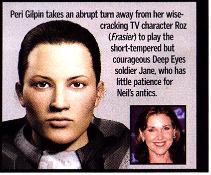
Who better to voice a megalomanical, hawkish general than the frenetic James Woods (*The General's Daughter, True Crime*)? General Hein's stubborn actions pose as much of a threat to Earth as the aliens do.

RYAN EDWARDS
VING RHAMES



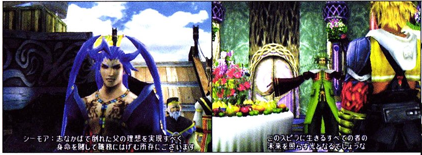
Dedicated, relentless and fearless, this Deep Eyes sergeant knows how to balance his drive for victory with his duty to his superiors. Ving Rhames (*Mission: Impossible 2, Entrapment*) breathes life and depth into Ryan.

JANE PROUDFOOT
PERI GILPIN



Peri Gilpin takes an abrupt turn away from her wisecracking TV character Roz (*Frasier*) to play the short-tempered but courageous Deep Eyes soldier Jane, who has little patience for Neil's antics.

Ming-Na–JeffSlocomb/Outline • Baldwin–Dale Berman/Outline • Sutherland–Jeff Slocomb/Outline • Buscemi–Edie Baskin/Outline • Woods–Berlinger Studio/Outline • Rhames–Marc Baptiste/Outline • Gilpin–Berlinger Studio/Outline


シーモア：志なかばで倒れた父の理想を実現すべく
身命を賭して職務にはげむ所存にございます
このスピラに生きるすべての者の
未来を照らす光となるでしょうな

FFX's characters have a realistic look that harkens back to FFVII and VIII, although the hairstyles continue to defy the standards of good taste.

シーモア：しかしユウナ殿 このような時こそ
気丈にふるまわねばなりません

THE GAMES

Final Fantasy X will be a revolutionary game. It will be a grand experience, full of rich characters, epic storylines, brilliant gameplay, cinematic direction, scintillating graphics and lush music. Its release will be a defining moment for the PS2. It will sell millions of copies. It will forever change gaming.

Yeah, yeah, yeah. You've heard it all before. You've read the breathless previews, the gushing reviews. Heck, you might have played each and every release. You already know the games are great—that in many ways they easily live up to the massive hype surrounding the franchise. Fine.

But c'mon now—can Square really top itself yet again? Won't this latest game be just another Final Fantasy, even if it's dressed up with fancier graphics? Sure, it was initially supposed to have online elements, but those plans have since been scrapped. So what more can Square possibly bring to the series, short of radically reinventing it? And, well, we all know *that* won't happen.

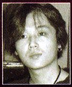
It's not like Square is taking any risks with a new development team, either. Many of the same key staffers are back again, including character designer Tetsuya Nomura, an FF veteran who filled the same role with FFVII and VIII. And, of course, Square will once again be relying on the finely crafted tunes of Nobuo Uematsu to score the game.

So even though you want to play the game—you're dying to get your hands on it, in fact—you can't help but wonder if it's gonna be worth it. Sure, the screens are beautiful. The art is stunning (that full-page picture of Yuna is simply marvelous, isn't it?). But, you ask, what's new? What's different? Why should you get so excited now, when the game isn't even due to be released here until early next year?

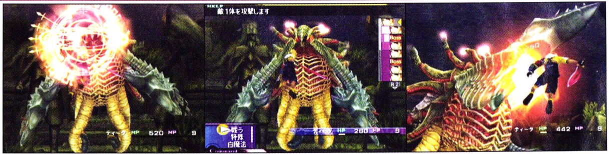
To tell you the truth, we shared a lot of these same thoughts—that is, until we got our hands on a playable demo. And then it happened all over again. The Final Fantasy magic struck, and we were thoroughly entranced. Much has changed with this new chapter. The battle system has finally been retooled (check out page 97 for more on that). The game has an even bolder cinematic feel. And for the first time ever in a Final Fantasy game, characters will actually speak, lending a whole new element to the storytelling. In some ways, FFX looks like it might finally realize the promise of the PS one titles—it may have truly evolved from a role-playing *game* to a role-playing *experience*.

But at the same time, much has stayed the same. The enthralling gameplay, the deep story and the over-the-top graphical effects are all there. Uematsu's ethereal music once again permeates the game (unfortunately, you still have to suffer through the same battle theme over and over and over). And many of those old standbys are still around, including everything from moogles to chocobos to summoned monsters like Ifrit and Shiva.

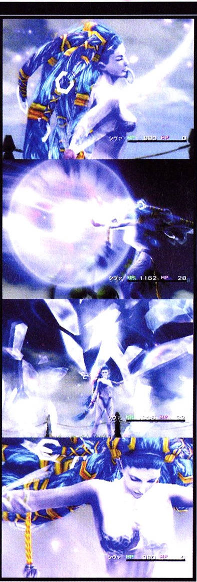
Like the past few games, FFX revolves around two main characters—although the supporting cast will likely play large roles. The lead protagonist is Tidus, a bright, optimistic sportsman who's a star "blitzball" player (blitzball is an underwater, full-contact combination of soccer, basketball and rugby). If you're not yet familiar with him, he's that blond-haired, sword-wielding, Meg Ryan lookalike who's pictured on page 96. The other main character is Yuna, a determined, young summoner-in-training. The two are from widely different backgrounds, but they end up working together to fight against the devastating natural but malevolent force known as Sin. In their journeys through the watery world of Spira—which has a distinct Asian feel, in contrast to the more European settings of past Final Fantasy games—the two will team up with various other characters, including the blue beastly warrior Kimari, the mage Lulu (who carries a moogle doll and uses it to attack foes), the sultry thief Rikku, another blitzball player named Wakka (who uses a blitzball as his primary weapon),



"WE'RE GOING VERY REALISTIC, VERY DETAILED, WITH HUMAN FACIAL EXPRESSIONS. I'M PRETTY SURE WE'LL GET A VERY FAVORABLE RESPONSE." *—Tetsuya Nomura*



Tidus squares off against a nasty, hungry fish creature in this early boss battle. The entire fight takes place underwater, and is broken up by some dramatic real-time cutscenes. Most major boss battles occur directly within the game's environment. The random battles, though, still cut away to a separate screen.



ICE QUEEN

The sultry, seductive, but altogether deadly Shiva returns to wreak icy havoc on Yuna's enemies. Each of Yuna's summon spells is accompanied by an intricate and incredible real-time cutscene. Still, longtime Final Fantasy players know how tedious it can be to watch these same sequences over and over. Will FFX allow you to skip these scenes? We love ya, Shiva, but we can do without the dramatic entrance every time you stop by to help!

ユウナ：でも わたしが子供のころから
ずっと守ってくれてるの

and the swordsman Auron.

Independence and travel are two of the major themes of FFX. The game actively encourages players to explore and journey through its massive world, which this time is fully real time, as opposed to the CG backdrops that made up the past three Final Fantasies. Thanks to the power of the PS2, though, FFX's 3D world has an even more majestic appearance than the illustrated backdrops from the PS one games. And since everything is actually generated in real time, the environments can now move and react more realistically. Grass sways in the wind, water cascades down from high cliffs, fog drifts across the landscape. More important, though, is the fact that having an actual 3D world allows the game's camera to move dramatically through the environments, pulling back for panoramic shots or zooming in for dramatic closeups. But FFX doesn't fully abandon the hallmark CG cinemas of the past few games. There are still plenty of gorgeous prerendered cutscenes that once again rival even the best Hollywood productions.

The whole game has a vibrant, lively feel that's a far cry from dark and dreary settings of FFVII and VIII—and that's reflected in the main characters as well. In fact, Nomura and his team intended from the start to give this game a much lighter tone, with more energetic and outgoing characters. "In VII and VIII, Cloud and Squall were not the type of characters who would speak what they were thinking—they both weren't very talkative," Nomura explains. "But right after we completed VIII, the scenario writer and the team just decided to lighten up, and wanted the main character for X to be more energetic, have more free will, and speak out about what's on his mind." Even the names reflect this change in tone. Tidus, for example, means sun in the Okinawan dialect of Japanese. "So it's very bright, versus the Cloud and Squall names from the past," Nomura adds.

Having outspoken characters who literally speak out loud presented an interesting challenge for Nomura, especially since FFX is using a new Facial Motion System that aims to accurately sync up the words to the facial expressions and movements of the characters' mouths. "Once the Facial Motion System was incorporated, especially during the modeling phase, that's when I noticed I really had to pay attention to the teeth and the inside of the mouth, which you don't normally have to consider when sketching and illustrating," Nomura says. "So during that phase I watched all the details that went into the characters, and unless a go was given from me, nothing was set in stone. That was the first time I had to pay attention to the inside of the mouth and the teeth of the characters." This kind of attention to detail has the potential to further boost the emotional impact of the cutscenes and storyline, but for Nomura it's been one of the most difficult aspects of the development. Still, Nomura hopes the hard work will pay off for players. "I have been very excited since starting on the PS2, because of all the details I can express that I couldn't on the PS one," Nomura says. "We're going very realistic, very detailed, with human facial expressions. I'm pretty sure we'll get a very favorable response."

Playing is believing, though, and what we saw in the demo definitely elicited a "favorable response" from us. So far, the game is a stunning achievement, a true next-gen Final Fantasy that should help redefine the series. Plus, there's enough new elements in FFX to get even the most jaded gamers excited, according to Nomura.

"If you're a Final Fantasy fan, I know you're not going to miss this, because it's the first Final Fantasy for the new system," Nomura tells us. "With the PlayStation 2 we're able to create all these detailed facial expressions, and for the first time ever we have characters with voices. So those are things that I want the players to experience in Final Fantasy X. With them, the game has gotten a lot deeper and the events have gotten more extensive. The battle system has also changed, and that's something new that I also want people to experience."

THE FUTURE OF FINAL FANTASY

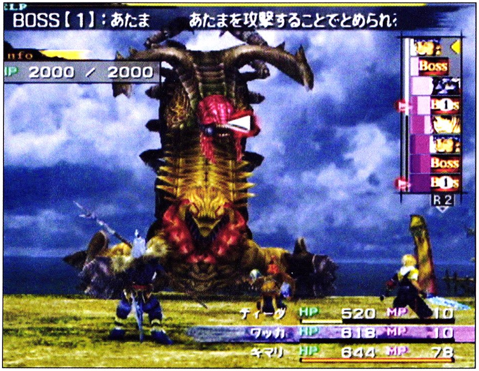
Even though part X has yet to be released, Square is already hard at work on the next two installments in the Final Fantasy series. Part XI, which is currently slated to release next spring in Japan and likely next summer in the U.S., will be the first online Final Fantasy title. The game will allow you to interact with other Final Fantasy players from around the world in real time via Square's PlayOnline network. Square states that it will require a monthly access charge in order to play the game online. As for the direction of FFXI, Square has placed Hiromichi Tanaka (Chrono Cross) and Kouichi Ishi (Legend of Mana) at the helm of the game's production. Character designer Tetsuya Nomura will also lend his talents to part XI.

While Final Fantasy XI will be online, part XII will likely return to the more traditional single-player Final Fantasy experience. Although there will be online components, these will be more along the lines of tutorials and other such downloads. This project is being overseen by Yasumi Matsuno (Final Fantasy Tactics, Vagrant Story) and Hiroyuki Ito (Final Fantasy IX). Because Matsuno is involved, many speculate that this next Final Fantasy title will be much darker and will feature a very unique play style. Don't look for this game to hit the U.S. until 2003, though.

Square is also working on remakes of Final Fantasy VII, VIII and IX for release on the PS2, but the company has been quiet as to what sort of upgrades these new versions will have. Some speculate that Square may redo the character models and improve the sound. So far, there's been no word on when the remakes will release.

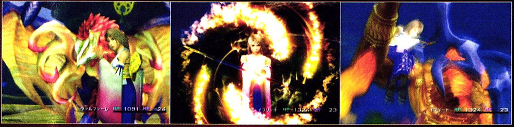
Final Fantasy XI

Final Fantasy XII


BOSS【1】：あたま
あたまを攻撃することでとめられ
HP 2000 / 2000
Boss
Boss
R2
ティーダ HP 520 MP 10
ワッカ HP 618 MP 10
キマリ HP 644 MP 78

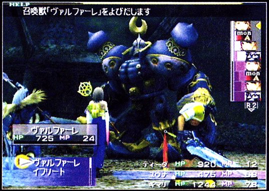
FINAL FANTASY X BATTLE BASICS

Final Fantasy X sheds the Active Time Battle system that's been a mainstay of the series for the past decade. No longer are you duking it out in pseudo-real time. Instead, you have a battle meter (upper right-hand corner) that indicates the order in which the characters and enemies will attack. This lends a strategic feel to the fights, since you can now plan your actions several moves ahead. The battle meter will also change to reflect the speed of your actions. If, say, you use an item, your next turn will come sooner, as drinking a potion takes less time than landing a blow. Or if you cast Haste on your party, your turns will be more frequent than the enemy's. During battles, you can also swap any extra character into your three-man party, effectively letting you tag-team your foes. Finally, each hit you take helps fill up those thin bars underneath the HP/MP meters. When a bar reaches its limit, you'll go into "Overdrive," allowing you to unleash some devastating attacks.

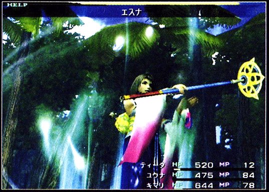


Two of Yuna's summoned helpers—the new flying Guardian Force Velfare (left) and fiery favorite Ifrit (right). This time around, you can take full control of your summoned monsters.

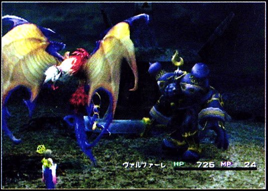
Summon spells play a vital role in the battles. Each of the summoned monsters has a wide range of attacks and spells to help you out.


召喚獣「ヴァルファーレ」をよびだします
ヴァルファーレ HP 725 MP 24
ヴァルファーレ
イフリート
ティーダ HP 920 MP 12
ユウナ HP 475 MP 58
キマリ HP 1244 MP 78

When facing a tough foe, Yuna can choose to summon one of her stable of Guardian Forces.


エスナ
ティーダ HP 520 MP 12
ユウナ HP 475 MP 84
キマリ HP 644 MP 78

Party members clear out, leaving Yuna ample room to cast her summon spell.


ヴァルファーレ HP 726 MP 24

The Guardian Force remains to fight solo until it's either vanquished or called back by Yuna.

WIN FINAL FANTASY PRIZES!

We're giving away 10 killer prize packages stuffed with all kinds of Final Fantasy goodies! Each box contains: a Final Fantasy IX wall scroll, T-shirt and art book; a Final Fantasy movie wall scroll, T-shirt, novel, skateboard, box of collectible trading cards and action figure; and a Final Fantasy Chronicles strategy guide! All you have to do is watch and play this month's demo disc, and then correctly answer the following five questions. Send your answers on a standard postcard to:

OPM Final Fantasy Contest
c/o Official U.S. PlayStation Magazine
P.O. Box 3338
Oak Brook, IL 60522-3338

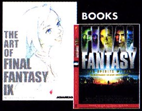
(All entries must be received by Aug. 31, 2001. For the full contest rules, turn to page 22.)

1. In the FFVIII demo, what rank is Biggs?
2. What popular entertainment destination does the FFVII party visit?
3. In the *Final Fantasy* movie trailer, which character asks Aki if she's "OK"?
4. What is the name of the hero in Final Fantasy Tactics?
5. In the Final Fantasy Chronicles demo, what spell is being cast on Golbez?

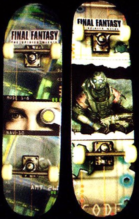
WALL SCROLLS

TRADING CARDS

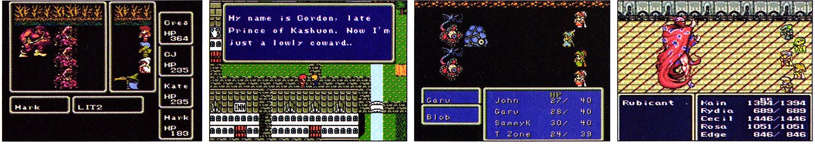
T-SHIRTS


THE ART OF FINAL FANTASY IX
FINAL FANTASY

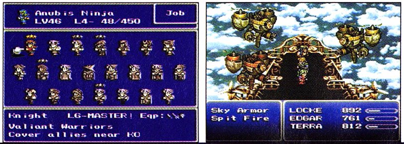
BOOKS


FINAL FANTASY
FINAL FANTASY

SKATEBOARDS



My name is Gordon, late Prince of Kashuon. Now I'm just a lowly coward..



Top row, from left to right: Final Fantasy I, FFII and FFIII (these screens are from fan-translated emulated versions), and FFIV. Bottom row, from left to right: FFV and FFVI.

THE HISTORY

FIVE FAVORITE THINGS ABOUT FINAL FANTASY

A quick look at some of our favorite qualities of the Final Fantasy franchise.

1. *Gripping storylines.* Prior to Final Fantasy, you'd be lucky if a story ran any deeper than "save the princes, rescue the kingdom." FF introduced deep, multifaceted plots full of emotional impact.

2. *Brilliant battles.* Active Time Battle system. Job System. Guardian Forces. Junctions. Relics. Character classes. Need we say more?

3. *Moving music.* Nobuo Uematsu's stirring scores rival even the best movie music.

4. *Spectacular graphics.* From the CG movies to the in-game graphics, Final Fantasy has pushed every console to its limits.

5. *Captivating characters.* Not just caricatures, but fleshed-out, sympathetic, memorable people in true-to-life situations.

TOP FIVE COMPLAINTS ABOUT FINAL FANTASY

For every Final Fantasy devotee, there's a detractor, waiting to point out the flaws in the series. Heck, even Final Fantasy fans have a few complaints about the games.

1. *Random battles.* Why can't the greatest RPG innovators come up with a less cumbersome way to fight your foes?

2. *Over-the-top effects.* Summon spells are gorgeous the first time you see them, but after the billionth time, these elaborate sequences are just tedious.

3. *Where's the game?* With the series taking on a more cinematic feeling, the gameplay has suffered. Final Fantasy has become way too easy, and gamers no longer feel in control of the action.

4. *Same battle music.* Over and over and over again. Why not change it up a bit?

5. *Melodrama overload.* Love stories. Life and death. Betrayal and redemption. Ugh.

In some ways, the most innovative, respected, beloved role-playing franchise almost never happened. Back in 1987, Square was just a small, struggling Japanese publisher in desperate need of a big game to keep it afloat. Enter Hironobu Sakaguchi. The man who would become a respected visionary in the industry had an idea: Why not put together a fantasy RPG that could go toe-to-toe with Enix's popular Dragon Quest? Better yet, why not try to redefine the budding console RPG genre? Square bought into the idea, sinking all its assets into the project. If it failed, then goodbye Square—hence, the name Final Fantasy.

While the game was a big hit, the name stuck. Fans of the series can only hope there will never truly be a "final" Final Fantasy. But there's not much reason to worry about that. Having sold more than 33 million units worldwide (that number, by the way, doesn't count *anything* outside the core Final Fantasy games, such as spinoff titles like FF Tactics or Chocobo Racing), Square would be foolish to abandon this franchise. In many ways, Final Fantasy has become synonymous with video games, its name carrying the same weight as some popular mascot characters like Mario, Crash and Sonic.

Since the release of the first Final Fantasy in 1987, the series has continued to evolve and lead the industry, first with innovative gameplay, then with deep storylines and characterization, always with its incredible graphics and stirring music, and eventually with its cinematic look and feel. Join us as we take a quick tour through the nine main titles in the fabled series. (Note: All sales numbers are as of March 31, 2001, and don't include rereleases like Chronicles, Anthology and numerous other compilations and remakes that were released in Japan. So don't go adding them up and asking us why it doesn't total 33 million!)

FINAL FANTASY I

The game that started it all, Final Fantasy I wasn't quite the revolutionary title that later games in the series would become. Rather, it presented a unique take on the fantasy RPG genre, with a relatively deep plot (at least when compared with other titles of that time), a large cast of diverse characters, and a refined battle system. The game also introduced a visual setup for the battles—with characters on the right and enemies on the left, both visible on screen—that became the standard for most RPGs to follow.

RELEASE DATE: *12/87 (Japan), 8/90 (U.S)*
SYSTEM: *Nintendo Entertainment System*
UNITS SOLD: *1.3 million*

FINAL FANTASY II

Despite FFI's success, FFII was never released here. That's a shame, because Square had a near-complete English version on its hands, but due to difficulties with Nintendo it never saw the light of day. FFII features a much more robust plot than the first, tons of dialogue (making it too difficult for import gamers to muddle through), and a different battle system. Characters' skills would become more powerful with repeated use—similar to the system used in Square's SaGa series.

RELEASE DATE: *12/88 (Japan only)*
SYSTEM: *Nintendo Entertainment System*
UNITS SOLD: *760,000*

FINAL FANTASY III

As the final Final Fantasy on the Famicom (the Japanese name for the NES), FFIII squeezed every last drop out of the system, with stellar 8-bit graphics and some incredible music. Once again, Square toyed with the battle system, creating a setup with multiple classes, allowing tons of customization. Characters could even switch "jobs" midstream. In many ways, this was the birth of the remarkably deep Job System featured in FFV and later in Final Fantasy Tactics. But due to those same Nintendo difficulties that hamstrung FFII, this game never came to the U.S.

RELEASE DATE: *4/90 (Japan only)*
SYSTEM: *Nintendo Entertainment System*
UNITS SOLD: *1.4 million*

FINAL FANTASY IV

FFIV introduced one of the greatest RPG characters ever—the Dark Knight Cecil, a tortured soul searching for redemption and meaning in his life while on his quest to save the world. This game also introduced what would become a defining feature for future Final Fantasy games—the revolutionary Active Time Battle system. Turn-based battles were injected with a dose of real-time action, as the heroes and the enemies would attack each other all at once. Square also scrapped the Job System, opting to give each character unique characteristics and skills. Speaking of which, the characters were among the most well-developed RPG creations ever. Fans of the series, though, were outraged to find that much of the game was altered or dumbed down for the U.S. market. The good news? Square has relocalized the game for Final Fantasy Chronicles, fixing

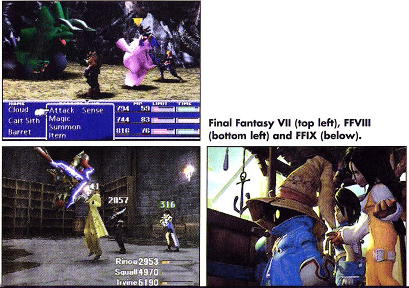
CONSTANT COMPANIONS

Although each Final Fantasy is a unique game, with a new plot, new characters and a new or revised battle system, certain constants have remained.

Our two favorite recurring creatures are the ostrich-like chocobos and the cuddly moogles. The former have been around since the near-beginning, making their debut in FFII. Chocobos have been used for everything from transportation to storage to racing and other elaborate minigames. Moogles came along a bit later, but have grown in stature in the series, at times even emerging as playable characters.

Another favorite is the crusty Cid character, who's appeared in all the games since FFII (and in the movie, under the name Dr. Sid). Cid is often a mechanic, and is usually involved with the airships (another recurring character of sorts). Biggs and Wedge (an obvious Star Wars reference) have also showed up in several of the games.

Finally, certain spells, summoned monsters and plot devices are carried over from game to game, including Ifrit, Shiva, Leviathan, Odin, Bahamut, the Crystals, the Four Elements, and many others.



Final Fantasy VII (top left), FFVIII (bottom left) and FFIX (below).

the translation, restoring lost elements, and upping the difficulty. Check out this month's review for more on FFIV.
RELEASE DATE: *7/91 (Japan), 11/91 (U.S.—initially released as FFII, but later rereleased here as part of FF Chronicles)*
SYSTEM: *Super NES*
UNITS SOLD: *1.8 million*

FINAL FANTASY V

Square took a brief step back, returning to the Job System of FFIII, to create what some Final Fantasy fans consider the greatest game in the series. Note the word *game*, though—while the battle system was sublimely refined and deeper than a bottomless pit, the story and character development were fairly shallow. Unfortunately, the game wasn't released here until 1999, as part of Final Fantasy Anthology. Rumors of more Nintendo troubles are often cited as the cause, but others believe that Square thought the game was just too complex for the U.S. audience.
RELEASE DATE: *12/92 (Japan only—later released in the U.S. as part of Final Fantasy Anthology)*
SYSTEM: *Super NES*
UNITS SOLD: *2.5 million*

FINAL FANTASY VI

If you think Final Fantasy took a cinematic turn beginning with the PS one games, then you haven't played FFVI. Featuring a large and varied cast, adult themes, mature storytelling, numerous subplots, the best soundtrack of the series, and superb 2D graphics that still hold up today, FFVI paved the way for Final Fantasy to attain mainstream success and popularity here in the States. Character development reached new heights with this installment—even the enemies are fully fleshed out. The game also introduced the Relic System, which let you customize your characters by equipping certain accessories. If you haven't played this one yet, be sure to pick up a copy of Final Fantasy Anthology—it's really that good.
RELEASE DATE: *4/94 (Japan), 10/94 (U.S.—initially released as FFIII, but later rereleased as part of FF Anthology)*
SYSTEM: *Super NES*
UNITS SOLD: *3 million*

FINAL FANTASY VII

So much can be said about FFVII. A truly revolutionary game, FFVII boasted a remarkable budget (some $30 million), an enormous team and a whole new approach to RPGs. Taking advantage of the new freedom afforded by the PS one's CD format, Square packed the game full of cinematic CG sequences that were simply breathtaking. The look and setting of FFVII also took an abrupt turn, with a new realism and technology-suffused world, due largely to the choice of Tetsuya Nomura as character designer (all the previous games had Amano in that position). The music finally realized its potential, thanks to the PS one's sound capabilities. The Materia system was a new approach to customizing and developing your party. And the characters—who can forget the moody Cloud, the perky Tifa and, most of all, Aeris? We still get e-mails to this day asking if there's any way to revive Aeris. Her death midway through FFVII remains one of the most moving moments ever in a video game.
RELEASE DATE: *1/97 (Japan), 9/97 (U.S.), 11/97 (Europe), 6/98 (PC version)*
SYSTEM: *PS one*
UNITS SOLD: *8.6 million*
OPM SCORE: ●●●●●

FINAL FANTASY VIII

Square refined what it started in FFVII, presenting an even deeper story, sharper graphics, innovative gameplay and, best of all, a wonderful ending that somewhat redeemed the lackluster finish to its predecessor. FFVIII also marked the first time the game used properly proportioned characters, unlike the superdeformed figures of the previous games. This, along with the better-integrated FMV sequences, helped further lend the game a cinematic feel. Detractors railed against the triumph of story over gameplay, but to its credit FFVIII also had the remarkably deep Junction system that allowed for some hefty customization. And we can't forget the thoroughly addictive Triple Triad card minigame!
RELEASE DATE: *2/99 (Japan), 9/99 (U.S.), 10/99 (Europe), 1/00 (PC version)*
SYSTEM: *PS one*
UNITS SOLD: *7.4 million*
OPM SCORE: ●●●●●

FINAL FANTASY IX

Everything old is new again with the final PS one chapter of Final Fantasy. Square returned to past FFs for inspiration, bringing back the superdeformed look, the fantasy settings, and all the old favorites like black mages, dragoons, thieves and other character classes—along with more moogles than you can shake a stick at. The battle engine is most similar to FFIV's, albeit greatly enhanced and much deeper. And the old-school references abound, from little musical trills to familiar character names and items. But the game is also thoroughly modern, thanks to the frequent use of gorgeous FMV and the greater reliance on storytelling and characterization. Whether you think of it as a nod to longtime Final Fantasy gamers or a chance for new-school fans to sample the best of the past, FFIX is an exquisite experience. Plus, it introduced the greatest video game character ever—the lovable yet existentially anguished black mage Vivi.
RELEASE DATE: *7/00 (Japan), 11/00 (U.S.), 1/02 (Europe)*
SYSTEM: *PS one*
UNITS SOLD: *4.6 million*
OPM SCORE: ●●●●●

Lv 28 HP 168/168
Lately that drunken Malboro has kept ze customerz away.
HP 19 MP 6 6 50

MILKING THE FINAL FANTASY FRANCHISE

Arguably the greatest Final Fantasy spinoff is Final Fantasy Tactics (1998, PS one). The excessively deep tactical RPG took the Job System of FFV and spun it into a unique, daring game that allowed for an unprecedented amount of customization. The story, while somewhat unintelligible at times, easily lives up to the Final Fantasy standard. Tactics also sports one of the best video game soundtracks ever, even though it wasn't handled by FF composer Nobuo Uematsu.

At the other end of the spectrum is Final Fantasy Mystic Quest (1993, SNES), an abhorrent attempt at creating a dumbed-down version of Final Fantasy aimed at the "less sophisticated" U.S. audience. Despite its bargain price, the simplistic gameplay along with a throwaway story ensured that this one would be an absolute flop.

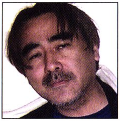
Also noteworthy were a handful of Game Boy Final Fantasies: FF Legend I, II and II, and FF Adventure. All great games, but none of these are true Final Fantasies; their names were changed in the U.S. to capitalize on the Final Fantasy brand. The Legends games are actually part of Square's SaGa series, while Adventure is the first chapter of the Seiken Densetsu series (which was followed up by Secret of Mana on the Super Nintendo and Legend of Mana on PS one).

Square has also released a handful of other games using Final Fantasy characters. Ehrgeiz (1999, PS one) was a mediocre fighter that featured FFVII's Cloud, Sephiroth, Tifa, Yuffie and Vincent. Chocobo Racing was a mediocre kart racer featuring—you guessed it!—chocobos (1999, PS one). And Chocobo's Dungeon 2 was a mediocre randomly generated dungeon crawl featuring supercute versions of several FF mascot characters (1999, PS one). Notice a trend here?

Final Fantasy characters, spells and weapons have also made cameo appearances in numerous other Square games, including Parasite Eve 2 (Squall's gunblade weapon), Secret of Mana (a moogle village) and Chrono Trigger (Biggs and Wedge pop in for a visit).

Names You Should Know

By the time you reach this point in our feature, you should already be familiar with Hironobu Sakaguchi and Tetsuya Nomura. (If not, go back and reread it!) Here are two other Final Fantasy figures you should know.

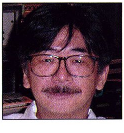


Yoshitaka Amano

Artist and character designer for all the Final Fantasy games (except for VII and VIII), Amano has been integral to the series' visual identity. His distinct style has also been seen in art and character designs for the Japanese anime *Vampire Hunter D* as well as the TV show *Gatchaman* (known in the U.S. as *Battle for the Planets*). Amano has also worked with popular writer Neil Gaiman on the digital novel *Sandman: The Dream Hunters*. In addition, Amano has created a 3D CG art movie called *Hero*.

Nobuo Uematsu

Compared by *Time* magazine to *Star Wars* composer John Williams, Uematsu pens the lofty scores that are consistently one of the best elements of the Final Fantasy series. It's quite common to find several of his music CDs in any FF fanboy's collection. Rich, haunting, melodic—and always appropriate—Uematsu's music is an integral part of the series, and one of the major factors contributing to the massive appeal of the games. You can find many of his soundtracks at www.gamemusic.com.



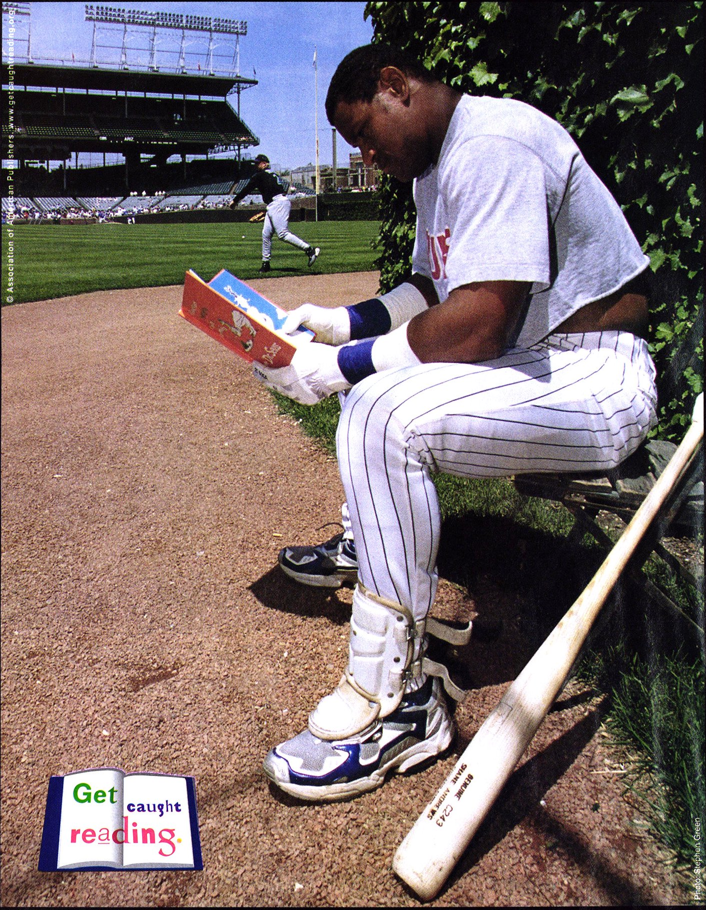

Get caught reading.

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Photo: Stephen Green

Sammy Sosa caught reading.

GAMES REVIEWED

PlayStation 2 games are in blue; PS one games are in red.

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THE FINAL SCORE

●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Old School and New Rivalries

Years and years ago, when I lived the life of most any average, carefree teenager, I'd play sports games with my best friend. After school we'd spill into his room until it was nearly bedtime, then hurriedly scramble to get our homework started so we could finish it the next day during class. [*Kids, don't try this at home. -Ed.*] On weekends, we'd sometimes stay awake until the sun started bleeding its white flare of light through the lone window of his bedroom. We'd draw up stat sheets on blue-lined notebook paper, diligently tracking our performances with uneven marks. Our eyes would be heavy. We'd make jokes that no one else understood. Once the lights were out, the blinds were shut, and we were ready for sleep, we'd talk for hours, trying hard to play the quiet game so we could sleep. We talked big. We said we'd own mansions, with whiffle-ball fields cut into our backyards. Crazy stuff that equates, in the way that young dreams do, to being young and brilliant. One topic that glided from our tired tongues was obvious: What game, if you had all the money in the world, would you make? I don't know how we ever fell asleep.

These memories have stayed with me, nestled under a thin blanket of forgetfulness. When I see a game that shocks and/or surprises me, I remember back to that idealistic time when we believed we were dreaming up the types of games that would change the world. Then, months ago, I saw NBA Street for the first time. Finally, innovation and technology and, dare I say, magic had all been wound together and had been shoved right smack-dab in the middle of a game. A *sports* game. The heavens opened. Planets aligned.

Already mini-tournaments have broken out with groups of my friends. It's our newest Saturday-night habit. People seem to have spring-loaded chairs, they're jumping out of their seat so much. Complete aggression, complete elation. Both out of the same guy during the same game. Whether he ends up high or low depends on who hits that last shot. It's a sports gamer's dream come true.

But already, still under Street's spell, I'm anxious for what's next. I'm hoping Street instigates a change in thinking for sports games. I hope we'll see a new wave of pro-licensed fantasy-style sports that don't strive to mimic ESPN highlights.

But as I root for a movement toward the more over-the-top EA Big stylings, I'm simultaneously gearing up for a colossal battle between two worthy simulation-minded competitors. On one side of the battlefield stands Goliath (EA Sports). On the other side, the David (Sega Sports) who everyone's rooting for. At E3 I was glowing with excitement. In EA's booth I'm staring wide-eyed at Street, then half-glance at the new Madden. In Sega's booth I'm eagerly listening while I'm told that they want to make the greatest sports games ever, and kick EA Sports out of their ivory tower. Ooh, the competition.

So, in a way, I'm rooting for the exact same thing I was constructing in my mind ages ago. I want sports games, but I want sports games created in the spirit of America! I want competition! I want EA and Sega at each other's throats! I want their artists and developers working around the clock to make their game a touch better than the competitor's. I want spies from each side trying to listen in on the other team's huddle. I want them studying playbooks and AI and player models until someone's blue in the face! Just the fact that Sega's cover-boy wide receiver (Randy Moss) catches passes from EA's cover-boy quarterback (Daunte Culpepper) adds fuel to the new rivalry. Soon we'll see that this isn't David and Goliath at all. It's more like the Yankees/Red Sox. Or the Cubs/Cardinals. USA/Russia. Pick a rivalry, any rivalry. Hell, make one up. Whoever wins, there's one thing I'm sure of: It's a sports gamer's dream come true. And my dreams with it.

Todd Zuniga
Associate Editor

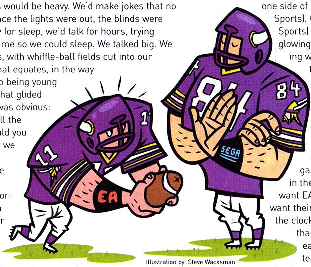
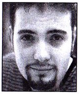


Illustration by Steve Wacksman

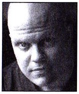
MEET THE CRITICS



JOHN DAVISON

Hello, John isn't available right now, as he's jetted off to England. Please leave a message after the beep.

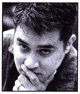
FAVORITE GENRES: Racing, Action, Adventure
CURRENT FAVORITES: Gran Turismo 3, Red Faction
CAN'T WAIT FOR: Ico, Silent Hill 2



JOE RYBICKI

With E3 2001 nothing but a fond memory, Joe is already preparing for next year. The training regimen: daily alcohol consumption, lots of walking and earplugs.

FAVORITE GENRES: Adventure, Puzzle, RPG
CURRENT FAVORITES: GT3, Red Faction, The Promise Ring
CAN'T WAIT FOR: Ico, Silent Hill 2, FFX, Baldur's Gate, Tribes 2



GARY STEINMAN

Gary likes a lot of games this month. And he also can't wait for a whole bunch more.

FAVORITE GENRES: RPG, Adventure, Action
CURRENT FAVORITES: Klonoa 2, Final Fantasy Chronicles, FFX, Monster Rancher 3
CAN'T WAIT FOR: more FFX, Ico, Hoshigami, Jak and Daxter, Kingdom Hearts, Harvest Moon 3, Dragon Warrior VII

CHRIS BAKER

Chris made his international TV debut when a Japanese show interviewed him at E3. He's just hoping it wasn't their equivalent of *The Daily Show* that dubbed him.

FAVORITE GENRES: Action, RPG, Adventure, Sports
CURRENT FAVORITES: MX 2002, Saiyuki, NCAA Football 2002
CAN'T WAIT FOR: Maximo, Final Fantasy X, Dynasty Warriors 3

TODD ZUNIGA

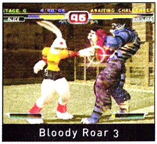
E3 was a dish best served inebriated. Young Zuniga was surrounded by great friends, great games, and the half-sissy, very evil Apple martini. Next year: the Dresden Room.

FAVORITE GENRES: Sports, Extreme Sports, Literary Humor
CURRENT FAVORITES: NBA Street, Top Shop, GT3, High Heat
CAN'T WAIT FOR: THPS3, SSX: Tricky, NBA 2K2, NHL Hitz 2002

SAM KENNEDY

With the Final Fantasy movie and a whole bunch of other awesome films on the horizon, Sam's just looking forward to this year's summer movie fest. That, and more Apple martinis with Todd.

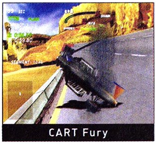
FAVORITE GENRES: Action, RPG
CURRENT FAVORITES: FFX, Stretch Panic, Twisted Metal: Blac
CAN'T WAIT FOR: Maximo, Devil May Cry, Ico, Jak and Daxter



Bloody Roar 3

CART Fury

Bloody Roar 3



CART Fury

Bloody Roar 3

Publisher Activision
Developer Eighting
Web Site www.activision.com

Featuring a style of play that falls somewhere in between Tekken and Street Fighter, the Bloody Roar line of games has always been pretty solid. For the most part, this latest installment follows suit, and could be a welcome addition to your PS2 library, provided you've already exhausted the current kings of PS2 fighting: Tekken Tag and DOA2: Hardcore. I say that because, while Bloody Roar 3 seems to have most of the ingredients of a great fighting game, **two things that it lacks are the balance and depth of those other two**. And in fighting games, those make all the difference.

Eighting did a great job on giving the Bloody Roar series a PS2 visual upgrade. Graphically, Bloody Roar 3 is almost up there with the other games, sporting some nice background animations (such as jets taking off from an airstrip). But I wish the company would have focused more attention on the balance of the gameplay. I really enjoy combos in fighting games, but **it's just far too easy to simply mash on the buttons** to score multitudes of hits in Bloody Roar 3. Also, the game allows you to often land super moves that can take off massive doses of power, thus reversing the entire course of a fight in an instant.

The animal counterpart aspect of Bloody Roar is still fun, but I had just hoped for more serious gameplay.

Final Score ●●●◖

Sam Kennedy

Players: 1-2
Memory Card: 125 KB

CART Fury

Publisher Midway
Developer Midway
Web Site www.midway.com

CART Fury is a misguided mess of a game that can't decide what it wants to be, or what kind of experience it wants to provide.

On one hand it's a very fast-paced, arcadey racing game with a soundtrack that includes tracks by Disturbed, but on the other it features licensed drivers, requires you to fiddle with tire pressure and aerodynamic sliders to affect the performance of your car, and—shock, horror—insists that you qualify for each race. **What gives? Is it an arcade racer or not?**

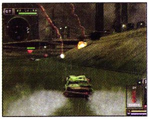
The cars bounce around like off-roaders on giant springs, aggressive combative driving is actively encouraged, and there's even a level where you race on the moon. The commentary is vacuous, the presentation appalling, the soundtrack repetitive, and the load-times excruciating. **Playing this game is like being locked in a room with a painfully slow-speaking, schizophrenic, heavy-metal fan with bad dress sense and a limited knowledge of CART racing.**

There's plenty in the game's favor on paper; it has a lot of tracks and there are plenty of different challenge modes to keep you occupied. The problem is that it's all a bit superficial and boring. There's lots to do, but no real incentive to actually do it. When a game's crashes are its best feature, you know you're in trouble. What a shame.

Final Score ●

John Davison

Players: 1-2
Memory Card: 345 KB



Twisted Metal: Black

The original auto wreckers do it all over again

Publisher SCEA
Developer Incog Inc.
Web Site www.playstation.com

I'm shocked. I mean, I knew that having the original developers back on the Twisted Metal games would likely make for a large turnaround for the series, but Black has gone beyond my wildest expectations. I haven't been this addicted to a car-combat game since...well, the original two Twisted Metals, years ago. And you know what? It feels really good. Twisted Metal: Black has brought back everything that made me love the series back then and has given it a great, edgy new PS2 facelift. Not only is this the perfect salvation for the franchise, but also the perfect evolution for the genre.

What strikes me most about Black is how polished it looks and feels. From the second you boot up the game, there's this great vibe of quality, thanks in large part to its fancy scaling and rotating menus and graphics. This is the type of presentation all PS2 games should have! Developers still using stagnant text-based menus ought to be ashamed.

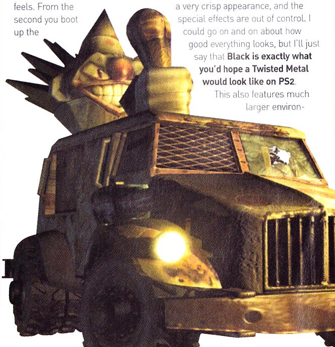
Black just looks slick.

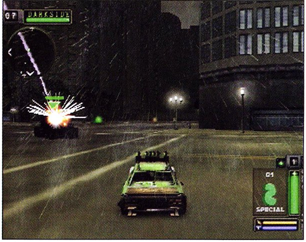
And things continue to look great once you get into the actual game. Vehicles and environments all have a very crisp appearance, and the special effects are out of control. I could go on and on about how good everything looks, but I'll just say that **Black is exactly what you'd hope a Twisted Metal would look like on PS2**.

This also features much larger environments, including ones that will expand as you play through them. There are tons of secret areas to discover in each, even ones that take some craftiness to unearth (such as shooting down a plane, which will then crash into a building to allow you access into it). In addition, **plenty of levels pay homage to earlier Twisted Metal stages**, which fans of the series will no doubt go nuts over. I sure did.

The vehicles are also much improved for Black, all sporting loads of polygons and detail—and all capable of showing lots of destruction as matches progress. Some, like the always-popular Sweet Tooth, can even morph into new forms for some seriously powerful attacks.

And to round out the wonderful presentation package, Black features a truly excellent soundtrack from the same composer as the older titles. The music perfectly



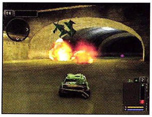


augments the on-screen mayhem and changes based on the intensity of the battles.

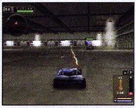
The natural evolution of aesthetics was counted upon for this new PS2 Twisted Metal installment, but what wasn't expected was the deeply twisted (no pun intended) M-rated storyline. Whereas previous installments may have touched upon darker themes here and there, Black completely delves into the sick and evil minds of these characters, becoming **almost shockingly disturbing at times**. Drawing inspiration from such films as *Se7en* and *Silence of the Lambs*, it's clear that the developers wanted to take the game in a much more mature direction, which seems like a natural progression for the series.

The story revolves around a mysterious individual named Calypso who pits a group of deranged members of an insane asylum against each other in a car-battle tournament. Each character has a horrid story behind his or her inclusion in the asylum, and these are vividly depicted with cutscenes that occasionally appear between play. Murder, lust and even the tasting of flesh, are all explicitly shown. Unfortunately, **the stories are often a little too over the top to be taken seriously**, but it really matters little, as the Twisted Metal games are really only about the car-combat gameplay.

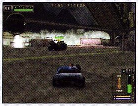
And car-combat gameplay is found in its finest in Black. **The physics and handling are just like Twisted Metal 2 and everything just feels perfect**. There are plenty of new weapons to choose from, and the best part is that you'll be rewarded for using them correctly. There's nothing quite like the feeling of attaining a direct hit on an enemy in the distance from a gas can launched from the back of your vehicle. Some of these weapons, such as ones where you must keep a target on an enemy for an extended period of time, or ricochet projectiles, can take a while to learn, but are loads of fun when mastered. And similar to Twisted Metal 2, you can also pull off moves with simple D-pad motions. Every aspect of the combat system just works so well.

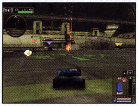


EXPANDING ENVIRONMENTS



Among the coolest features afforded by the PS2 hardware for Twisted Metal: Black are the gigantic environments you can battle in. One level will even expand itself as the match progresses. At the onset of the battle, players fight in an enclosed hangar, but after a few minutes of play, it opens to reveal that you're actually on a large cargo ship. The ship will smash against swelling waves and then eventually go into port at an asylum, which will then allow you to drive on land. It definitely keeps the intensity high.





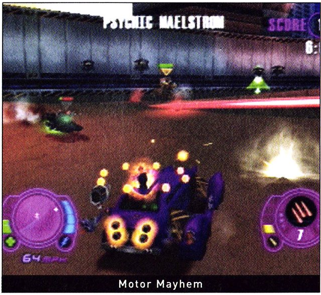
Which is why Twisted Metal: Black is one of the most addictive PS2 titles to date. The one-player mode will capture you for days, as you learn all of the game's many weapons and characters, and hunt for its seemingly endless wealth of secrets. And if you're not careful, the multiplayer modes can lead to heated sessions lasting well into the night. Yes, Incog Inc. has truly resurrected the Twisted Metal franchise. Which sucks, because now I'm completely addicted all over again. Those jerks.

Final Score ●●●●●

Sam Kennedy

MATURE M ESRB

Players: 1-4
Memory Card: 75 KB



Motor Mayhem

Motor Mayhem

Publisher Infogrames
Developer Beyond Games
Web Site www.us.infogrames.com

Motor Mayhem's the type of game you daydream about while sitting in rush-hour traffic. Pull out the chain gun and blast your way to the next exit. Or whip out your pulse laser to get back at that jerk driving on the shoulder. Ultimately, MM is glitzy, non-stop, blow-up-everything vehicular combat. It borrows ingredients from several games, but it's pretty much **BattleBots meets Twisted Metal meets the WWF**, all 100 or so years in the future. Wait, the WWF? Yes. You read right.

The WWF elements are there, but they're weakly implemented. Each character has a sort-of storyline that shows off some kind of underlying context to why they *really* want to be the champion. Unfortunately, the idea in someone's head didn't get fleshed out enough on the final version. You'll end up seeing wacky headlines between "matches" that didn't make me feel part of a league at all; they made me feel like I've been victimized by the *Enquirer*.

The bottom line with MM is that if you want to see lots of glamorous lighting effects and tons of laser flashes, and you're not fearful of an epileptic seizure, you'll get some real enjoyment out of this. **Especially if you have a friend for the multiplayer, which is actually quite fun**.

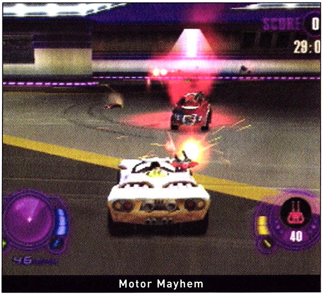
This is a prime rental. Otherwise, save your money for Twisted Metal.

Final Score ●●●

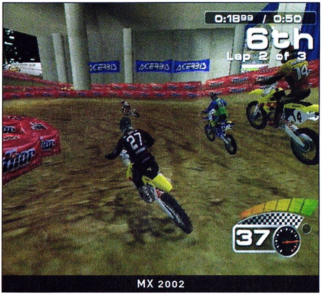
Todd Zuniga

TEEN T ESRB

Players: 1-2
Memory Card: 58 KB



Motor Mayhem



MX 2002

MX 2002 featuring Ricky Carmichael

Publisher THQ
Developer PCP&L
Web Site www.thq.com

As a big fan of THQ's Championship Motocross series on PS one (well, the first one anyway), I had a few reservations when Pacific Coast Power & Light was announced as the developer for MX 2002, not FunCom. I certainly wasn't expecting the best motocross game a Sony system has seen.

But I got it. Sure, that might not sound like a big deal at first, since MX 2002 is a PS2 game and the system's *only* motocross title. So yeah, **the graphics are noticeably improved, with great particle effects for kicked-up dust and incredible draw distances**. But we all know that for all the eye candy a game offers, nothing redeems poor gameplay. Fortunately, MX 2002 plays as well as any game of its genre. Not only does the control scheme always respond exactly as it should (except when you wipe out for no reason on the outskirts of a track—that sucks), but PCP&L has also **deepened gameplay with a couple of in-game features**: Hit the clutch to get a quick initial boost, or hold down R2 at the jumps for some big air. Be careful, though—jumping too far often only yields disaster, like being passed for good by one of your six very smart opponents, who rarely allow you an easy victory, even when you know the track well.

And they certainly don't let up in the stunt competitions, where PCP&L allows you to check out MX 2002's combo-heavy tricks system. If you think the air you get during a race is something—and it most certainly is—you ain't seen nothin' until you've leapt off of some of these ramps. In addition to standard timed competitions, MX 2002 challenges your skills in the high jump and bus jump. It's even more fun with two players, when you can directly impact your opponent's success (or demise).

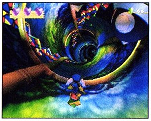
MX 2002's only major fault lies in its **rather weak Career mode**. Once you've finished the three circuits, you're just kind of, well, finished—you get a video clip like the one opening the game. Challenge mode adds some further life, but you've probably got better things to do with your time than master one of the often ridiculously hard tasks for the sake of a five-second stunt clip. Like playing through the circuits again.

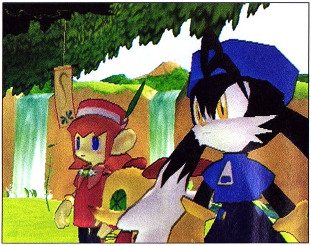
Final Score ● ● ● ●
Chris Baker

E
Players: 1-2
Memory Card: 99 KB

MX 2002

MX 2002





Klonoa 2: Lunatea's Veil

Pure gameplay at its finest

Publisher Namco
Developer Namco
Web Site www.namco.com

Klonoa 2 is an achingly beautiful game. Thanks to the wonderfully implemented cel-shaded graphics, the characters look and move like an interactive cartoon, with a fluid grace that lends a lifelike quality to these fantastical creatures. The style of Klonoa 2's world is equally extraordinary, with the game set in a trippy, dream-like realm that's whimsical and dark all at once.

But Klonoa's beauty isn't just skin-deep. The real magic here is in the gameplay. **In one respect, Klonoa 2 is as old-school as you can get**: a fully on-rails action platformer with an absurdly simplistic control scheme. No free exploration, no roaming through the 3D world, with a total of three inputs to control the action (the directional pad for movement, a button for jumping, and another button for grabbing and tossing items and enemies). Klonoa 2 also borrows shamelessly from past platformers, with much of the "same old" stuff strewn about the levels, including death-defying leaps, moving platforms, respawning enemies and other conventions of the genre.

But instead of getting mired in gaming clichés, Klonoa 2 takes its straightforward setup and uses it as a foundation to create **an inspired gaming experience**. Rather than trying to reinvent the genre, Namco has distilled platforming down to its most basic form, and focused instead on offering up some brilliantly designed levels. Early on, for example, you'll encounter cannons that hurtle you across the enormous environments, into the background and back to the foreground. While it's a thrill to watch as you soar through the air, these cannons soon become integral to level-based puzzles. You'll have to shuttle back and forth through different areas, and at some points you can even toss enemies into the foreground and back again in order to solve some puzzles. This interplay is so well-done that **it adds a nifty strategic element to the gameplay**. And that's just one of the many "simple" yet effective features of this delightful title.

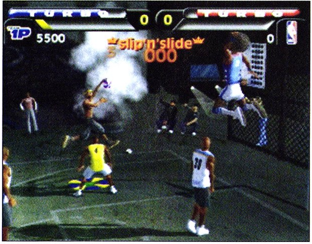
Or take the controls. You can grab an enemy, then either toss it or use it to do a double-jump. That's it. And it never changes, no matter how long you play. But the variety of enemies—and the even greater variety of ways they're used for some rather tricky puzzles—lends another layer of depth to the game that couldn't be realized merely by utilizing a more complex control scheme.

Klonoa 2, simply put, is an absolute joy to play. The environments are beautiful, the action is pure fun, and the high-flying pyrotechnics are a sight to behold. Still, some gamers might recoil at the lack of challenge here—**it's definitely on the easy side**. Klonoa 2 is also over a bit too soon, but the replay value is quite high, with enough extras to keep it interesting.

A quick bit of advice when playing Klonoa 2. You might be tempted to skip the story sequences, dismissing them as mere filler aimed at younger gamers. That would be a mistake. The story is quite charming, sharing much in common with the best fairytales. Beneath the giddy cheerfulness is a bittersweet tale of sorrow and its role in our lives. And just like the game itself, the story has a haunting beauty and an unshakable resonance that'll likely stick with you for quite a while.

Final Score ● ● ● ● ◖
Gary Steinman

E
Players: 1-2
Memory Card: 360 KB



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NBA Street

The first must-own basketball game in a long, long time

Publisher EA Big
Developer Nufx
Web Site www.easports.com

I present a timeline of true events to confess my Street addiction:

9:55 p.m.: I settle in for a few quick games. I have to get up early, so I plop down and promptly dismantle the Toronto Raptors.

11:02 p.m.: During a 13-13 tie with the Heat, my roommate is on his way out to meet a girl. When Ray Allen spins, soars then crashes down with a dunk, my roommate stops so sharply one might expect a cartoony tire screech. He stands, slackjawed, watching the myriad animations, the physics-defying dribbles, until I manage a narrow win-by-two 23-21 victory.

12:41 a.m.: I'm getting scorched 14-7 by Sacramento. It's past my bedtime, but each big shot leads to a new blurt of adrenaline. After I scratch the Kings from my hit list, I'm going to see the sandman.

1:29 a.m.: Roommate returns. Date went well. Shaquille O'Neal is a one-man wrecking crew. Need sleep. Must win. Eyes closing.

2:29 a.m.: I retire to bed. Behind me, my sleepy-eyed roommate starts his own City Circuit. Poor guy. He has to get up before I do.

NBA Street is **the type of game that will leave sports gamers' relationships in the dust**. But a loving girlfriend somehow pales in comparison when matched with slickly animated moves like the Reel2Reel that transitions into high-flying out-of-my-way dunks like the Superfly. These are the best animations I've ever seen. Even though they're cartoony, they look truer than sim-sports games.

The rules match perfectly with the frenetic animations. There are none. Except that the first to 21 wins, which makes for high drama. Get down 10-3 and you best start balling better in a hurry. Go down 20-14, and it's do-or-die.

Let me clearly state that Street is not an incarnation of NBA Hoopz or Jam. Dream on, Midway. This is streetball, which means no NBA arenas. It's street courts only, which makes for the richest environments a sports game has ever seen. The instant classic courts range from Boston's snow-shoveled asphalt to the home of streetball: New York City's claustrophobically enchanting Rucker Park.

I'll put it simply: NBA Street is **the best sports game I've played in the last five years**. It's been a long time since a game made me lose sleep. Street is in a class with Tecmo Bowl, Baseball Stars (both NES) and NHL '95 (Genesis). It's a reminder that sports games should lead to fist-pumping, trash-talking and accidental 3 a.m. hollering after a miracle win.

There are a few flaws. First, **defensive rebounding is a nightmare**. Even if a team is boxed-out, their players most often end up with the ball. Shame, shame. Also, no matter what team I pick, Michael Jordan is at my disposal. Screw that. I don't want him there unless I earn him. Also, **it's only two-player**, which is disappointing.

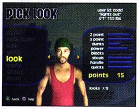
Ultimately, I'm hoping that Street is the candle that lights a wildfire under the rear-ends of every maker of sports games—especially EA's own mainstream sports division. Note to gamemakers: Copy this formula; it's groundbreaking. Note to consumers: Buy NBA Street; it's brilliant.

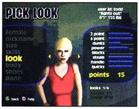
Final Score ●●●●●

Todd Zuniga

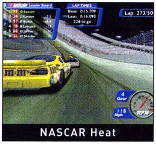
EVERYONE E CONTENT RATED BY ESRB
Players: 1-2
Memory Card: 275 KB

BEAT THE STREET YOURSELF





While busting through Street, you'll unlock more than crazy courts and players. In City Circuit mode you can either take an NBA player off the team you just whipped, or attribute points for your Create-A-Player. In Hold the Court mode, you'll unlock outfits, body types and hairstyles. There are even women for the female hoopsters.


NASCAR Heat

NASCAR Heat

NASCAR Heat

Publisher Infogrames
Developer MGI
Web Site www.infogrames.com

Around the same time EA's lackluster NASCAR 2001 was released, Hasbro served up a little gem on the PS one called NASCAR Heat. Even with butt-ugly graphics, it was enough to satiate rednecks everywhere with its unique approach and excellent gameplay. Finally Heat's come to the PS2, and all in all, I'd have to say it's a superior game to NASCAR 2001 yet again.

The graphics are clean (if not as good as they could be), and **the collection of drivers and tracks puts EA's efforts to shame**—though the rosters aren't entirely up to date thanks to some mid-season driver changes. Some of the young guns on the NASCAR tour are gamers, so it's no surprise that Bobby Labonte and Dale Earnhardt Jr. had a hand in creating the super-cool Beat the Heat challenges in NASCAR Heat. Not only do you get a chance to experience some of what a real driver goes through, but these challenges also prepare you well for the full season mode in the game. Which, by the way, is **very well-executed despite the lack of a couple tracks**.

I must recommend this game to any racing fan out there. There's definitely room for improvement, but if nothing else, Heat is a kick in the pants to EA. Hopefully the brewing competition between them and Infogrames will only mean better treatment of NASCAR in the future.

Final Score ●●●●

Greg Sewart

EVERYONE E CONTENT RATED BY ESRB
Players: 1-2
Memory Card: 554 KB

Stretch Panic

Stretch Panic

Stretch Panic

Publisher Conspiracy
Developer Treasure
Web Site conspiracygames.com

I love this game. I love it because it's so different. I love it because of its interesting art style. I love it because of its unique play mechanics. I just really love this game. But at the same time, I'm also very disappointed by it. Disappointed because there is **so much unused potential**. And disappointed because the game is, well, just not enough of a game.

Stretch Panic puts you in control of a little girl and her possessed scarf, which you can use to grab and manipulate just about anything on the screen. Most of the game revolves around you figuring out how to use the scarf to defeat bosses in order to save your possessed sisters. It's definitely weird, but at the same time very captivating, as everything you grab stretches in a rubbery way.

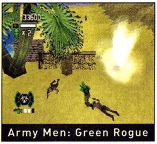
But the main problem with the game is that **there just isn't enough to it**. Stretch Panic mainly consists of boss fights, with a few "normal" levels thrown in for variety. The bosses are very cool, and figuring out their weak points can be loads of fun, but the "normal" levels consist of you battling essentially the same mindless enemy (gigantic-breasted women—don't ask) over and over. And that's just not enough. There should have been a lot more to do.

Because of this, Stretch Panic is a great diversion—a game to pick up now and then and toy around with. But don't expect anything more.

Final Score ●●●◐

Sam Kennedy

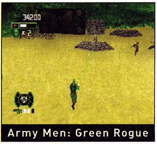
TEEN T CONTENT RATED BY ESRB
Players: 1
Memory Card: 62 KB



Army Men: Green Rogue

TIME
359
STEP
0006

The Bombing Islands



Army Men: Green Rogue

TIME
752
STEP
0097

The Bombing Islands

Army Men: Green Rogue

Publisher 3DO
Developer 3DO
Web Site www.3do.com

3DO's perplexing cross-platform policy continues with Green Rogue. The story is the same as the PS2 version; the characters are the same, and the basic premise—forward-scrolling action shooter in the vein of Ikari Warriors—is the same. But everything else is different: different controls, different levels, different weapons...heck, even the basic idea of having the landscape constantly scrolling, allowing no backtracking, is inexplicably altered.

These changes wouldn't be much of a problem, though, if it weren't for the fact that **the one most interesting feature of the PS2 version—the dual-stick, Smash TV-style controls—has been abandoned**, presumably so as not to make the game require a Dual Shock. This is disappointing since the Army Men franchise has never featured the greatest precision of control; the unique scheme allowed for easier targeting than in most Army Men titles.

I do like the more wide-open feel of the levels in this version, though, and the more simplistic power-up system is more appropriate to the shooter genre. But one of the things they didn't change—the fact that **bullets travel at a speed only slightly faster than your character can run**—is still a big problem when it comes to taking out large groups of enemies. Overall, a lackluster effort.

Final Score ●◖
Joe Rybicki

Players: 1-2
Memory Card: 1 block

The Bombing Islands

Publisher Kemco
Developer Kemco
Web Site kemco-games.com

Who doesn't love clowns? Well, besides me. And most of the population of America over the age of 3. OK, so practically everybody hates clowns. I'll start over.

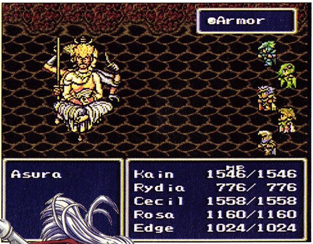
Kemco, apparently, loves clowns. After all, they named the hero of this budget puzzle game Kid Clown. Not only that, but Kid's mission—decreed by none other than King Clown—is to save *Planet* Clown. (Yeah, there's a whole planet of the silly bastards.) And you accomplish this by—wait for it—*blowing up* the various islands of Planet Clown. Sure, it makes no sense whatsoever, but if it involves blowing up clowns, count me in.

The result is **a mildly interesting puzzle game that bears a passing resemblance to Devil Dice** without managing to reach the same level of addictiveness or multiplayer fun. Still, there are some serious mind-benders among the 60 levels. This is a puzzle game in the true sense—that is, there is nothing of Tetris in it anywhere; **challenges are purely cerebral**, with none of the reflex-oriented action required of games often classified as "puzzle."

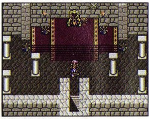
It's not a work of art, though, by any means. Difficulty between one level and the next can be wildly different, with no apparent purpose, and the graphics are quite poor. But it's no worse than mediocre, and for $10 it makes a fair addition to the limited puzzle library of the PS one.

Final Score ●●◖
Joe Rybicki

Players: 1
Memory Card: N/A



Elder: A strange voice addressed me during our prayers. It said, "Come hither to the moon."



Final Fantasy Chronicles

Two classics that stand the test of time

Publisher Square EA
Developer Squaresoft
Web Site www.squaresoft.com

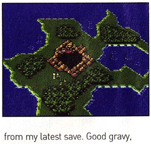
Since Final Fantasy Chronicles promises two classic RPGs in one package, we thought we'd follow suit by giving you two classic reviewers in one big review. First off, Gary weighs in on Final Fantasy IV (originally released in 1991 for the Super Nintendo under the title Final Fantasy II). Then, Sam holds court on one of his all-time favorite games, Chrono Trigger (originally released in 1995, also for the SNES).

Final Fantasy IV

Who would have thought that a game released over a decade ago—one that's two console generations old—would re-emerge as one of my favorite RPGs of all time, besting even some recent releases on both the PS one and PS2? I sure was surprised. Yeah, I know this is a classic game, one that deserved to be re-released. One that any hardcore RPG fan or Final Fantasy completist would love to play again—especially considering that the localization was redone, providing a more fluid translation, and that certain elements which were altered or cut when this was initially released in the U.S. in 1991 have now been restored.

But I struggled with this one at first. Aesthetically, it's just so, well, *old*, what with its **big, ugly sprites, muddy characters, motionless enemies and angular environments**. Put on a thick enough pair of nostalgia goggles to blur the lines of reality and you might be able to revel in its old-school look; this was once state-of-the-art, after all. But for most people that's like suffering through an intimate romp with, say, Elizabeth Taylor, and trying to comfort yourself with the notion that she was once beautiful, oh, about a hundred years ago.

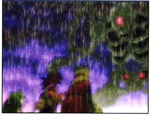
But then something interesting happened. I was just a few hours into the game, wandering through a dungeon, and...I died. My party was completely wiped out. And that's not the only time this happened. Numerous times throughout the game I actually got shellacked by some baddies and had to restart from my latest save. Good gravy, **this game is difficult**!



And then it hit me. When was the last time you had to pay attention during each and every battle? When was the last time you had to strategically approach almost every boss fight? I can name only a handful of really tough RPGs on the PS one (Persona 2 and Lunar 2 come to mind)—none of which are Final Fantasy games. I forgot how much fun it is to struggle through so many challenging battles. Better yet, FFIV isn't difficult solely for the sake of being so. The challenge always makes sense, and is always surmountable if you pay attention and put some effort into your battles. What's more, **the work-to-reward ratio is extremely well-balanced**: Spend the extra time seeking out hidden items or building up your characters, and you'll be rewarded with spectacular weapons, better skills and powerful spells.

The battle system isn't the only thing that drew me into FFIV. **The storyline is equally involving, albeit in a limited way.** Keep in mind that FFIV's narrative is more of an outline than a fully fleshed-out tale when compared with today's Final Fantasies. And the drippy melodrama in FFIV borders on sappy and soap-operatic. Still, those weighty Final Fantasy themes are all here—loyalty, betrayal, revenge, love, greed, jealousy, the reluctant hero who finds redemption while saving the world. Even the music, despite revealing the limitations of the Super Nintendo's audio capabilities, holds up remarkably well.

Historically speaking, FFIV was a watershed game. It introduced the revolutionary Active Time Battle system. It brought storytelling and character development to new heights. And it remains the favorite Final Fantasy among many long-



Dragon Tank
Tank Head
Grinder
Crono 50:18
Lucca 71:24

time gamers. These reasons alone are enough for some gamers to give FFIV another whirl. But even if you're new to the series, or if you began your gaming on current systems, FFIV is still worth a look—that is, only if you can manage to see past its severely dated graphics and other limitations. Because if you can, you'll likely find yourself immersed in **a wonderfully satisfying role-playing experience** that rivals some of today's top RPGs.

Gary Steinman

Chrono Trigger

Released at the tail end of the 16-bit gaming era, Chrono Trigger captured me as no RPG had before. I was completely enthralled from beginning to end. I'm not ashamed to admit that I neglected school for two days to finish it, and I'm certainly not ashamed to admit that I shed a tear when the game concluded. I loved this game so dearly.

But it wasn't until I played through it again in this day and age of 128-bit 3D graphics, CD audio, and movie-quality CG cutscenes that I truly came to realize why I loved Chrono Trigger so much. It wasn't because of the graphics (while they're still lovely to look at—some of the best that 16-bit had to offer—they're a far cry from what Square produces these days). It wasn't the music (even though the game has one of the finest scores of all time, it's not up to par with the CD-quality soundtracks of today). And it wasn't the battles (although they're still tons of fun today—the combo system simply rules—there aren't a lot of fancy-schmancy 3D spells or extraordinary backgrounds to marvel at). No, it wasn't really any of those. Instead, it was something that truly stands the test of time: **a terrific story with an amazing set of characters**. And this is why, playing through it now, I became just as absorbed in Square's epic as I did back then.

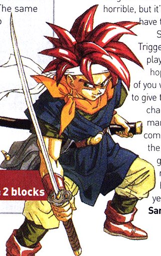
The story warps you back and forth through different eras in time, causing you to pay attention to specific details and requiring you to make changes to alter events in the past and future. **It's original and extremely captivating.** And the characters are all so likeable and memorable that you want to keep playing just to see how their quests will unravel.

I suppose this magic was fated, though, due to the blending of Final Fantasy and Dragon Warrior talent. Final Fantasy's Hironobu Sakaguchi served as Chrono Trigger's producer, with Dragon Warrior's Yuji Horii and Akira Toriyama respectively handling the scenario writing and character design. It's **a true mix of the two pinnacle RPG series**.

And on the PS one, Chrono Trigger has been enhanced with new anime cutscenes that add to the story and even help tie it into the game's sequel, Chrono Cross. Unfortunately, the PS one version **suffers from load times**, something not present in the cartridge-based original. The loading isn't horrible, but it's a shame to have to deal with.

Still, Chrono Trigger is a must-play RPG. I only hope that those of you who are able to give the game a chance will manage to come away with the same great gaming experience that I had so many years ago.

Sam Kennedy



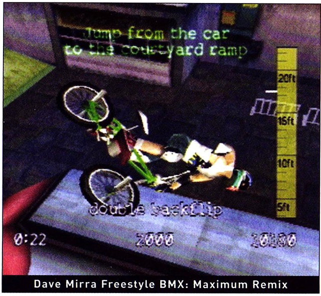
THE FINAL VERDICT

When they were released, both Final Fantasy IV and Chrono Trigger were instant classics, surely worthy of five-disc ratings. But time isn't always kind to video games. As technology marches forward, we've come to expect better graphics, more refined sound quality and glitzier packaging. Still, **both of these games hold up even when compared with some of the newer role-playing titles out there**. Why? For FFIV, the gameplay is strong enough to challenge many modern RPGs. In some ways, the battle system is actually *better* than those found in a lot of today's games. The same can be said for Chrono Trigger's gameplay—yet its greatest strength lies in its captivating story. Whether it's a nostalgia trip or a new experience, any RPG fan should play these two masterpieces.

Final Score ●●●●

TEEN T CONTENT RATED BY ESRB

Players: 1
Memory Card: 2 blocks



Dave Mirra Freestyle BMX: Maximum Remix

Dave Mirra Freestyle BMX: Maximum Remix

Publisher Acclaim Max
Developer Z-Axis
Web Site www.acclaim.com

Maximum Remix? More like Maximum Re-Dud. Here's a quick recap for those light on BMX-game knowledge: Dave Mirra Freestyle BMX was a good game. It was fun and you could pull off the typical bike stunts we all engaged in as children: gliding on telephone wires, ramping onto rooftops, falling two stories and getting right up.

Then, Activision's Mat Hoffman's Pro BMX launched, and captured much of the charm of the Tony Hawk games. Overall, it was a riot. Better control, better graphics. The type of game that makes it easy to while away an afternoon.

Now, a year after the first Mirra was in our hands, we're slapped in the face with the latest Mirra. It bears all the stuff in the old game, with extras like **more levels, more music and some new tricks**. And those are nice touches. But the glaring flaw with the first version remains. Here's a quote from my year-ago review that *still* hold true: "If I want to go *straight*, I want to go straight. And when I run into things, it doesn't necessarily mean I want to turn around."

Ahh, yes, the memories come rushing back. **The poor control that made me angry then makes me angrier now.** After all, the lack of control was never remedied. Add whoever you want to the soundtrack, make 1,000 more levels, but I just want to pedal where I want. I mean, it looks like I'm riding a bike around the various environments, but it feels like I'm driving an 18-wheeler. If I tap a wall, I'm pushed backward, rejected. I guess these problems didn't bother me so much with the first game since I didn't know what was possible (I'm referring to Hoffman). But now, I have this pinging memory of my long-lost uncle saying, sage-like, "If I knew then what I know now..." You bet your ass, Uncle Carl.

Ultimately, I feel taken advantage of. Mirra was a top-seller for a few months. It made its mark on the PS one, and set the stage for a strong PS2 showing. Why couldn't Acclaim just wait for the PS2 version? I wish (money) the answer (money) didn't seem so obvious.

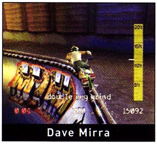
Go buy Hoffman. Don't waste your money on Maximum Re-Hash.

Final Score ●●◐

Todd Zuniga

EVERYONE E CONTENT RATED BY ESRB

Players: 1-2
Memory Card: 1 block



Dave Mirra

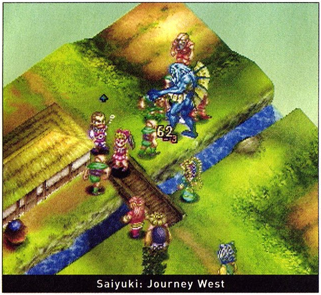
BEST TRICK SET SCORE!
1715
7766

Dave Mirra

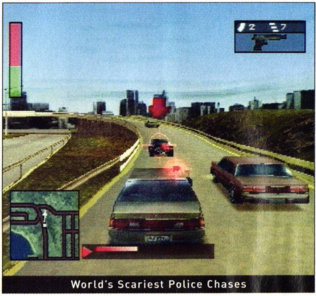
But enough about us...

What do *you* think?

Do you think we were way off on one of our reviews this month? Do you feel like you noticed elements of the game that we missed? Well, here's your chance to sound off! Send us your own reviews of any current game at **opm@ziffdavis.com** *with the subject line "Reader Review" and you may see your own opinions in print. Remember, we're looking for reviews of the games—critiques of our own reviews will be noted but not considered for print. So there.*



Saiyuki: Journey West



World's Scariest Police Chases

Saiyuki: Journey West

Publisher Koei
Developer Fu-Qi
Web Site www.koeigames.com

As I spent over 30 hours partaking in Koei's new tactical strategy game, many people stopped by, trying to figure out what I was playing. "Saiyuki," I would tell them, yielding a response of further confusion—or a "gesundheit."

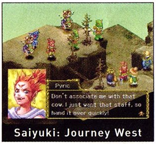
Obviously, none of my coworkers were familiar with the centuries-old traditional Chinese story that is Saiyuki. (Who am I kidding? Neither was I.) Literally translated to English as the game's subtitle, Journey West, Saiyuki tells the story of Sanzo, a 16-year-old Buddhist monk who sets out on a quest to return an enchanted staff to India, though he knows not why. Along the way, he (or she; you can choose either sex) runs into—often, a bit too conveniently—Were-people, each with the ability to combat monsters with powerful special, animal-themed (ape, pig, bull, etc.) attacks after they join you. Much of the time, that whole difficulties-of-being-different theme pervades, with the evil Were thinking they deserve to rule over the puny humans of the world—it's a *lot* like X-Men, actually.

Gameplay nearly replicates that of Final Fantasy Tactics: On an isometrical battlefield, you have to strategically position and utilize your characters in order to accomplish the objective at hand, usually to defeat a general or wipe out all monsters. You, of course, have hit and magic points to manage, as you also decide where best to attack—hitting enemies from the back or side adds extra damage, as does striking from an elevated position. Sound familiar? I can't help but think that if this were released by Square, I'd have played Final Fantasy Tactics 2. Actually, Tactics Jr. is probably a better name, as **Saiyuki seems aimed a bit younger**. Which is not to say it lacks depth, by any means. You still have tons of items, weapons and funds to manage, plus side things to do not found in Tactics, like gambling, taking delivery jobs for extra money, and training in dojos.

Saiyuki's graphics only add to its similarity with Tactics (not exactly a good thing, though, considering Tactics is over three years old). **I also have to question a few plot points**, as well as some overly stereotypical characterizations (e.g., the Werepig gets plenty of fat jokes). Tactical RPG fans should still have a ball, though.

Final Score ●●●◖
Chris Baker

T **Players: 1**
Memory Card: 1 block



Pyric
Don't associate me with that cow. I just want that staff, so hand it over quickly!

Saiyuki: Journey West

Saiyuki: Journey West

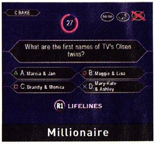
Who Wants to Be a Millionaire: 3rd Edition

Publisher Sony CEA
Developer ImageBuilder
Web Site www.playstation.com

Mostly due to the Millionaire phenomenon sweeping the nation at the time (and the fun we had cheating together as a result), I generously gave last year's version a score of 2.5. But no one seems to care anymore, removing any emotional thrill for this sequel. And then there's the fact that **none of the problems—the load times, the repeating questions, the $40 cost (c'mon, the abc.com version is free!)—have been fixed**. The Hot Seat has officially grown cold.

Final Score ●◖
Chris Baker

E **Players: 1-2**
Memory Card: N/A



C BAKE
27
What are the first names of TV's Olsen twins?
A: Marcia & Jan
B: Maggie & Lisa
C: Brandy & Monica
D: Mary-Kate & Ashley
R1 LIFELINES

Millionaire

C BAKE
$1,000,000.00
One Million
Regis Philbin

Millionaire

World's Scariest Police Chases

Publisher Activision
Developer UDS
Web Site www.activision.com

Remember those chase missions you hated in Driver? The ones that forced you to tail an inhumanly skilled wheelman and ram into him enough times to put him out of commission? You know, the ones that slowly degenerated into teeth-grinding sessions, leaving you squeezing the controller in a desperate prayer that all the random elements might come together just right and put that nasty bastard out of commission?

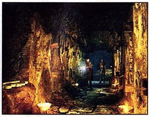
Well, **imagine if Driver were almost *nothing but* these excruciating missions**, and you've got a pretty fair idea of what World's Scariest Police Chases is all about.

Doesn't sound too appealing, does it? It isn't. But to be fair, WSPC does have some high points. The ability to control your partner, for example, as she fires from the vehicle (or have a second player do the honors) adds a further level of challenge, and strategy. And some of the earlier missions (say, four through eight) are **a nice balance of knife-edge driving and cop cunning**. But after these, the ridiculously sensitive damage engine combines with the nasty pop-up and choppy framerate to create an exercise in frustration.

Graphics and sound are adequate—though certainly not above-average—but what's a police chase without a 'copter cam?! It's a sad, unfortunate oversight.

Final Score ●●
Joe Rybicki

T **Players: 1-2**
Memory Card: 1 block



Alone in the Dark: The New Nightmare

This new nightmare is fright-full

Publisher Infogrames
Developer Darkworks
Web Site www.us.infogrames.com

I hate scary movies. I've seen two in my life. Once at a drive-in, the other in a theater. I hate them because I'm a sissy. My imagination makes sure that everything is veiled in threat. Just last night, while walking home in a foggy, post-rain mist, I started jogging toward my front door. Was I afraid of being mugged? No. I was afraid a large tentacled monster was going to rush out of a neighboring home and rip me to shreds.

On the other hand, I'm pro-survival-horror games. My first PS one experience was with Resident Evil and I've had a grisly fascination with survival horror ever since. But I've decided I'm giving it up. After playing Alone in the Dark: The New Nightmare, my heart can't take it.

Maybe what frightens me most about AitD is the fantastic cinematic styling. **I feel, at the most tense times, as if I'm trapped in a film.** The camera angles are enough to send you running from your television, and the use of ambient music is enough to keep you frozen in your seat. Many times the only light in the room is coming from your flashlight, meaning every creature knows exactly where you are. Spooky. It's this kind of push and pull of atmosphere and action that **made me literally scream aloud while playing**. Even while in the office.

There are other things beside music, camera angles and darkness that grip the gamer with high fright, shock and tension. The environments are so creepily wrecked and eerily bloodstained you'll be afraid to look around the corner. And just when the corner is rounded and you feel secure in your safety, some slimy face-sucker will drop down from the ceiling and scare the crap out of you.

While the shock and constantly growing tension are brilliantly done, they complement **a wonderfully compelling story**. Yet the story, consequently, is one of the game's shortcomings. You'll have to wade through reams of text to get to the heart of it. But the alternative (wisely avoided) was to suck the gamer into consistently lengthy cinemas. I'll take the text any day. At least I have the choice of glossing over it if I'm in no mood to read.

The text is an understandable evil. The story needs to be conveyed somehow. But the other bothersome things could have been avoided. The first deals with the cinematic aspect. There are two discs, and on the first you're stuck inside a mansion, free-roaming. **There are too few clues as to what's next.** I understand that the point is to not live by the typical crank-and-hexagon-shaped-hole horror-genre sensibility, but sometimes you'll wander around aimlessly for hours hoping to find that little thing you missed. It's completely frustrating. Match that with the inventory system and it's enough to drive you mad. When I come to a locked door I can't just unlock it unless I go into my inventory and pull out the key and try it. So, if I have four keys and a locked door, I have to try each of those keys. Why not just have the door unlock if I have the key that fits? And with the PS one load times, as minimal as they may be, it's a pain in my rear.

The second disc, though, is a dream. The game picks up quickly and keeps the story rolling in some magically inventive environments.

Overall, this is a fantastic game that will have you looking over your shoulder during late-night walks. It's intense, the voice-acting is expertly done, and the story is a winner. Besides a few flaws, this is a hit.

Final Score ●●●●

Todd Zuniga

Players: 1
Memory Card: 1 block

PS2 Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
4x4 EVO	GOD Games	●●●●	44
The Adventures of Cookie & Cream	Agetec	●●●◖	44
Aqua Aqua	3DO	●●	42
All-Star Baseball 2002	Acclaim	●●●◖	45
Armored Core 2	Agetec	●●●	39
Army Men Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men: Sarge's Heroes 2	3DO	●●◖	45
ATV Offroad Fury	Sony CEA	●●●●	42
The Bouncer	Square EA	●●●	42
Cool Boarders 2001	Sony CEA	●●●●	46
Crazy Taxi	Acclaim	●●●●	46
Dark Cloud	Sony CEA	●●●●◖	46
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Disney's Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Driving Emotion Type-S	Square EA	●●◖	41
Dynasty Warriors 2	Koei	●●●●	38
Escape From Monkey Island	Lucas Arts	●●●●●	46
Eternal Ring	Agetec	●●	38
ESPN International Track & Field	Konami	●●●	39
ESPN MLS ExtraTime	Konami	●●	44
ESPN NBA 2Night	Konami	●●	42
ESPN National Hockey Night	Konami	●◖	45
ESPN Winter X Games Snowboarding	Konami	●●●	41
Evergrace	Agetec	●●	39
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gauntlet: Dark Legacy	Midway	●●●◖	46
Gradius III and IV	Konami	●●◖	39
Gran Turismo 3: A-spec	SCEA	●●●●●	46
Gungriffon Blaze	Working Designs	●●●◖	39
Heroes of Might and Magic: Quest for the DragonBone Staff	3DO	●●◖	46
High Heat MLB 2002	3DO	●●●●	44
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Knockout Kings 2001	EA Sports	●●●●	42
Madden NFL 2001	EA Sports	●●●●◖	38
MDK2 Armageddon	Interplay	●●●◖	45
Midnight Club	Rockstar	●●●●	39
Moto GP	Namco	●●●●	39
MTV Music Generator 2	Codemasters	●●●	46
NASCAR 2001	EA Sports	●●◖	40
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA ShootOut 2001	Sony CEA	●●◖	44
NCAA Final Four 2001	Sony CEA	●	41
NCAA GameBreaker 2001	Sony CEA	●◖	41
NFL GameDay 2001	Sony CEA	●	40
NHL FaceOff 2001	989 Sports	●●●◖	43
NHL 2001	EA Sports	●●●●	38
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
Orphen: Scion of Sorcery	Activision	●●●	39
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Faction	THQ	●●●●●	46
Ridge Racer V	Namco	●●●●◖	38
Ring of Red	Konami	●●●●	43
Rumble Racing	EA Games	●●●●◖	45
Shadow of Destiny	Konami	●●●◖	43
Silent Scope	Konami	●●●	39
Silpheed: The Lost Planet	Working Designs	●●◖	40
Sky Odyssey	Activision	●●●	40
Smuggler's Run	Rockstar	●●●●◖	39
SSX	EA Sports BIG	●●●●●	38
Star Wars: Episode I—Super Bombad Racing	LucasArts	●●	45
Star Wars: Starfighter	LucasArts	●●●●◖	43
Street Fighter EX 3	Capcom	●●●◖	39
Summoner	THQ	●●●	39
Super Bust-A-Move	Acclaim	●●●	41
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tekken Tag Tournament	Namco	●●●●◖	39
Theme Park Roller Coaster	Bullfrog	●●●●	41
Tiger Woods PGA Tour	EA Sports	●●●	44
TimeSplitters	Eidos Int.	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Top Gear Dare Devil	Kemco	●●●◖	41
Triple Play Baseball	EA Sports	●●	45
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
Warriors of Might & Magic	3DO	●●◖	44
Wild Wild Racing	Interplay	●●●	39

PS2 Review Archive (cont.)

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Winback	Koei	●●●●	43
World Destruction League: Thunder Tanks	3DO	●●●	42
X Squad	EA Games	●●●◖	38
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

PS one Review Archive

Game	Publisher	Score	Issue
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take Two.	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack 2	3DO	●●●◖	39
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Final Front	3DO	●◖	45
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●●●●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman: Gotham City Racer	Ubi Soft Games	●◖	46
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Int.	●◖	5
Big Air	Accolade	●◖	20
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Sunsoft	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec/A1 Games	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro Int.	◖	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Caesar's Palace 2000	Interplay	◖	41
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Int.	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Surfer	Mattel Int.	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae Rally	Sony CEA	●●●●	30
Colin McRae Rally 2	Codemasters	●●●●●	40
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Darkstone	Take 2 Int.	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim Max	●●●◖	38
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
Eternal Eyes	Sunsoft	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro Int.	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Final Fantasy IX	Square EA	●●●●●	39
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro Int.	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro Int.	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro Int.	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Int.	●●	28
Gold and Glory: The Road to El Dorado	Revolution	●●	42
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
HardBall '99	Accolade	●◖	15
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
Incredible Crisis	Titus	●●●◖	38
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Int.	●●●●	17
Jeopardy! 2	Hasbro Int.	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings	EA Sports	●●●●	39
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adv.	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
The Lion King: Simba's Mighty Adventure	Paradox	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Superheroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Int.	●●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21

Game	Publisher	Score	Issue
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Int.	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
The Mummy	Konami	●●◖	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro Int.	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digita	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Int.	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Sports	●●◖	37
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
N.GEN Racing	Infogrames	●●◖	35
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Ad.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro Int.	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire Int.	●●●◖	37
Pro Pinball: Fantastic Journey	Empire Int.	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Puzzle Star Sweep	Agetec	◖	43
Q*bert	Hasbro Int.	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Spaz/W.D.	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Boxing Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Int.	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel Int.	●●●	41
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the 3 Kingdoms VI	Koei	●●	30
RPG Maker	Agetec	●●●●◖	35
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	HotB	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch: A Twitch in Time!	Knowledge Adven.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◖	36
Scrabble	Hasbro Int.	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire Int.	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Activision	●●	45
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◖	37
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park Rally	Acclaim	●◖	29
South Park: Chef's Luv Shack	Acclaim	●	28
Snowboarding	Agetec	●●	43
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops	Take 2 Int.	●	34
Spec Ops: Ranger Elite	Take 2 Int.	●	46
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
Spider-Man	Activision	●●●●●	37
Spin Jam	Take 2 Int.	●◖	38
Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKid Co	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●◖	16
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom and Jerry in House Trap	Eidos	●●◖	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam! Interactive	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'N Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●●●●	32
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Tyco RC: Assault With a Battery	Mattel Int.	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
Wheel of Fortune	Hasbro Int.	●●●●	17
Wheel of Fortune 2	Hasbro Int.	●●●●	39
Who Wants to Be a Millionaire	Sony CEA	●●◖	35
Wild 9	Shiny/Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adv.	Mattel Int.	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
Worms Armageddon	Hasbro Int.	●●●◖	27
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2: Know Your Role	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra On-Line	●●	40

Featured Tricks & Strategies

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Special thanks to Expert Gamer for providing tricks and strategy materials.

Top Secret Agents

Greg Sewart, Terry Minnich,
Mark Manzo, Joe Rybicki, Dave Malec

Send us an e-mail telling us what games you want to see in Top Secrets. Otherwise, we'll put what we want. Now get on it! Send requests to ***OPM@ziffdavis.com.***

GAUNTLET: DARK LEGACY

Unlocking the special characters

There are plenty of codes to get the coolest duds in Gauntlet: Dark Legacy. Here are a few of our faves:

Dwarf:
General: ICE600ICE
S&M Dward (weird): NUD069

Jester:
Happy Face: STX222
Punkrock: PNK666

Knight:
Ninja: TAK118
Waitress: KA0292
Footballer: RIZ721

Valkyrie:
School Girl: AYA555
Cheerleader: CEL721

Warrior:
Castle General: CAS400
Rat Knight: RAT333

Wizard:
Desert General: DES700

GRAN TURISMO™ 3

Tips on starting strong on the PS2's great racer

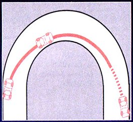
Braking

Sure, you know you need to use the brake in Gran Turismo 3, but do you understand why? When a car accelerates, the weight shifts from the center to the rear of the vehicle. Therefore the traction of the front tires is the weakest it can be. That doesn't bode well, since you steer the car with those wheels. So as you head into a turn, you need to brake in order to transfer all that weight to the front wheels, thus creating more "bite" in those tires and making the turn easier. You'll notice as you start to accelerate again that the nose of your car will start to slide, or "push" toward the outside of the turn again. When you understand this basic principle, Gran Turismo 3 becomes a lot easier.

Basic Cornering

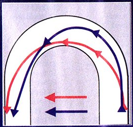
OK, the license tests will really teach you all this stuff, but considering good cornering is the key to going fast in Gran Turismo 3, let's go over it once more.

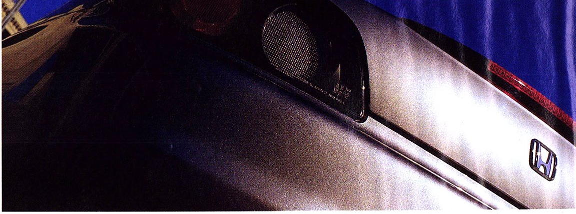
The proper way to take most turns in GT3 is to hit the apex in the center of each curve (check out the red line on the diagram). As you approach, stay to the outside of the track and apply the brakes (remember what we learned about weight transfer?). Now turn the car and aim for the inside of the turn, and basically try to clip it with the corresponding side of your car. Now aim for the outside retaining wall and accelerate. You just took a turn as fast as possible.



Late Apex

On particularly tight turns you want to take a late apex. That means as you approach the turn don't touch the wheel, just slow way down. Now cut the wheel hard and don't stand on the accelerator until you can almost see your exit road. Check out the blue line to see what we mean.





All-Star Baseball 2002

Hidden Teams: From the main menu screen, choose MLB Play, and then choose Exhibition. On the team select screen, press L2+R2 simultaneously. You will hear a sound to confirm correct code entry. Now scroll through the teams until you reach the Islanders and the Dingers.

ATV Offroad Fury

Increase AI Difficulty: From the main menu, choose Pro-Career. Choose an empty slot and then put in ALLOUTAI for the name. After pressing "Done," you will be taken back to the main menu. Now when you race, your opponents will be more difficult to pass.

Danger Girl

Level Cheat Mode: On the main menu, press L1, R2, L2, R1, Circle, Square, Triangle, Triangle. Then press and hold L1+L2+R1+R2 to get access to every level. Inside any level, press START to pause and you will see "Cheat Options." Press X on this option to see the Cheats that can be opened by discovering icons in many levels of the game.

Dynasty Warriors 2

Enter these codes at the title screen. You will hear cheering if the code was entered correctly.

All Hidden Characters Revealed: Square, R1, Square, R2, Square, R2, Square, R1. Nineteen hidden characters will be unlocked In Free Mode. You will have less characters unlocked in Musou Mode. This will also give you the ability to choose your side in Free Mode.

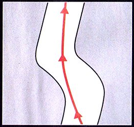
Every Wu General: Square, Square, R2, R2, R1, R1, Square, Square.

Every Shu General: Square, Square, R1,

photos by Skyra

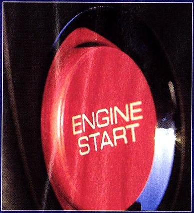
"Esses"

The shortest distance between two points is a straight line. Nowhere is that more true than when navigating "Ess" turns in GT3. It takes some practice, since some turns are tighter than others, but basically you want to just hit the apex of each curve, turning the wheel as little as possible in the process. Check out the diagram below to see what we mean.



A word about upgrading

If and when you get a top-of-the-line transmission for any of your cars (trust us, it's worth it), make sure you go to the settings screen before your first race after installing your new gear. Why? We're glad you asked. It's because the game defaults your gear ratios for quick acceleration and horrible top-end speed. Move the slider right to about the three-quarter mark. This should give you a good balance between acceleration and top speed.



QUICK START

So you've completed the first license test (right?) and you don't know which car you should buy with your paltry allowance of credits. The choices are limited, to be sure. But if you follow this handy guide, you should be racking up the credits and free cars in relatively no time.

First, go buy a Toyota Sprinter Trueno GT Apex. Yeah, it's ugly and it looks like something your dad drove before you were born. Nonetheless, we all have to start somewhere. Enter the first few races and you'll notice that placing in the top three is a rarity.

Hard
D
Home
SPRINTER
TRUENO
GT-APEX
FR
Handling
Speed
Acceleration

Soldier on. Sooner or later you'll start earning enough money to buy some upgrades. Go for things like a new ROM chip and a racing exhaust system. Avoid high-priced upgrades that offer very little performance increase (that's good advice for the entire GT3 experience). Be sure to buy a better transmission, too.

As you win new cars, sell them immediately. Most of them are crap anyway. What you're hording your credits for is a Mitsubishi Lancer Evolution VI. It's the key to progressing quickly in Gran Turismo 3.

The Evolution, in GT3 Producer Kazunori Yamauchi's own words, is "invincible." It's got good horsepower and four-wheel drive, a definite plus for the twisty courses in this game.

Spend every cent you win to upgrade your Evo, including some fairly hard compound racing tires. Once that's done, it's time to enter the Super Speedway 150-mile endurance race. This is 100 laps with tire wear on.

While you might not be the fastest car in the field, chances are you can win this race on pit strategy alone. The top car on the track will pit approximately every eight laps. Keeping that in mind, no matter how bad your tires look, only pit every 10 laps (i.e., when the lap counters says 11, 21, 31, etc). Using your superior pit strategy, you should not only win the race, but have at least a lap or more on the entire field.

6th
Lap 1/5
Best
Last
Lap 1'16.866
98
km/h

Now here's where fate takes over. Winning the endurance races will reward you with one of four predetermined cars. The problem is that the one you get is chosen randomly, which can lead to some real disappointment. If all goes well, though, you should end up with the F090 Formula car. If you do, start thanking your lucky stars. This thing is super-fast and super-stable, plus it can enter almost 50% of any race in Gran Turismo mode. Enter and win every race this thing qualifies for and by the end of it all you should have well over 500 million credits and dozens of cars in your garage.

Hard
D
Home
LANCER
EVOLUTION VI
RS
4WD
Handling
Speed
Acceleration

Now you're on your own.

Cheaters Corner

You can't cheat your way to a top license, but you can get one up on your competition during a real race. Certain tracks (Apricot Hill, Trial Mountain) have chicanes on them that aren't bordered by walls. That's your cue to do a little "agricultural racin'" and cut those corners by driving through the grass or dirt surrounding them. Sure, it's not the most noble way to win a race, but come on, we're in this for fun and profit, not to gain the respect of a bunch of faceless competitors...right?

Another tactic you might try is using other cars as bumpers. If you're following an opponent into a turn and want to get past him, just don't use your brake. Instead, hit him as he slows down for the turn. Basically it should put him into the wall and slow you down enough to make the turn relatively comfortably.

Likewise, if you're in a turn and have a car on the outside of you, accelerate early. Don't worry if you start to slide out, since the car beside you will keep you on the track. Of course, he might hit the wall in the process. Oh well, them's the breaks.

Oh...one last thing

Never forget to change your oil after almost every race or series in Gran Turismo mode. When your oil light comes on, you can bet your car's about 20hp less powerful than it should be.

R1, Square, Square, R2, R2.
Every Wei General: Square, Square, Square, Square, R2, R2, R1, R1.

Fear Effect 2: Retro Helix

To do these tricks, you must beat the game at least once. Next, begin a new game and wait until the cinema ends. After Rain goes into the next room, move Hana forward until the view changes. You will see a control panel on the left side of the screen. Move up to the panel until you see the "Use" command appear. Press the Triangle button to access the panel. Once you do this, enter one of the following number codes to initiate these tricks.

Huge Head: 10397
Every Weapon: 11692
Infinite Ammo: 61166

Knockout Kings 2001

From the main menu, choose Modes. On the next menu, choose Career and then pick "New." On the "Name Boxer" screen, put in any of these names to unlock these hidden boxers.

Play as Owen Nolan: OWNOLAN
Play as Junior Seau: JRSEAU
Play as Steve Francis: STEVEF
Play as Barry Sanders: MRBARRY
Play as Jason Giambi: JGIAMBI

Mega Man X5

Enter these codes on the character select screen. You'll hear a sound if the code was entered correctly.

Ultimate Armor for X: Highlight Mega Man X and press Up, Up, Down, Down, Down, Down, Down, Down, Down, Down, Down.
Ultimate Armor for Zero: Highlight Zero and press Down, Down, Up, Up, Up, Up, Up, Up, Up, Up, Up.

Metal Gear Solid 2: S.O.L. (Trial Edition)

In the Metal Gear Solid 2 demo that comes with Zone of the Enders, you can do some things to make your experience more interesting. Just refer to these tidbits as shown.

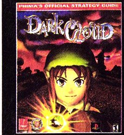
Full View of Bridge: On the title screen, use the Right Analog Stick to move the screen for a full panoramic view of the George Washington Bridge.
CODEC Fun: When you're in CODEC mode, you can move the heads of Otacon and Snake with the Analog Sticks. Also, hold the L2 and R2 buttons and move the Analog Sticks up and down to get a zoom effect on the faces.
Adult Humor: These tidbits have to do with the posters in the locker room. Open up either of the two

(cont. on page 114)

Red Faction

This guide scores points for its extensive step-by-step walk-through (complete with situation-specific screens, which can help in ways words can't) and detailed maps. Also welcome is the exhaustive weapon guide. But the book falls short on extras; while it includes a somewhat useful multiplayer guide, it's lacking in the secrets department. The walk-through also misses some of the more detailed elements of the game. Not bad, but not exceptional.

Final Score ●●◖
www.primagames.com



Dark Cloud

This guide starts out with some promise, thanks to its helpful charts on building up your weapons and detailed breakdowns of enemies and bosses. It's certainly solid enough to get you through the game. But it's also missing a lot of key elements. Why no sample town layouts? Why no listing of what items enemies leave behind when you kill them with bombs and the like? While adequate, this guide lacks enough depth to add anything extra to your gaming experience.

Final Score ●●●◖
www.primagames.com

Crazy Taxi

The book includes lots and lots and lots of screens...but what good are they in a game like this? Sure, they're fine for pointing out the occasional hidden fare, but the game cries out for annotated maps, which would do the same job with greater clarity and in half the space. There are maps, but they're tiny and lacking in detail. Most notably missing: a turn-by-turn drive-through of the excruciating Crazy Attack, the final challenge in the Crazy Box. A disappointing guide.

Final Score ●◖
www.primagames.com

Gauntlet: Dark Legacy

For a game as arcadey and action-packed as this one, a guide would be semi-useless. This is no exception. Anyone willing to invest the 20 hours to play through it won't have many problems. *But*, if you want to shoot through as quickly as possible this will prove useful. The guide identifies the location of *and* tells the quickest route through the game's secret rooms to unlock bonus characters. Also, a nice list of secrets are written on the final page.

Final Score ●●●◖
www.primagames.com

RED FACTION

Red Faction is by no means an easy game. It's long, and convoluted, and every time you think you *must* be near the end, it just keeps going. Nevertheless, the game relies much more heavily on straightforward action than on puzzle-solving; in most cases it's obvious where you need to go (when in doubt, look for signs on the wall—often, they'll point you in the right direction). So instead of a complete walk-through, we've highlighted the areas we found problematic when playing through and touch on some things you may have missed.

RED FACTION: THE TOUGH PARTS

AREA 1: LIVE MINES

Watch for yellow symbols spray-painted on the walls. These signify areas that you can blast through with remote charges to access secluded areas, where you'll usually find health, ammo, armor and other goodies. Oh, and once you get the remote charges, check the wall right behind where you're standing when the game begins. There's a hidden room there, thrown in just for kicks.

AREA 5: BARRACKS

Turn right as you enter the area to go upstairs; this will take you past the potentially lethal gun turret. To neutralize it, take a running leap off the balcony right at it (it won't swing upward quickly enough to hurt you) and hit X just as you reach it; you'll assume control of the turret. (Just be prepared for the wave of guards that will follow this action.) The exit from this area is through the vent above the counter in the kitchen—but don't miss the medical area off the first room. You'll find a medical officer inside who will heal your wounds if you talk to him. Be on the lookout for helpful medics throughout the game; they're the ones holding the injection canisters.

AREA 11: ABANDONED MINE

The elevator at the beginning of the level will jerk to a halt while you're on it, then plummet to the bottom, killing you instantly. So when it stops the first time, hop onto the ladder. Climb a few feet up and you'll see a tunnel on the right which will lead you to a ledge high above the room where the elevator stops. Grab the sniper rifle there and have a ball.

AREA 18: GEOTHERMAL POWER PLANT

1. LAVA CONTROL

Press the button on the console that's next to the vat to start flooding the area with lava.

2. WATER CONTROL

Deactivate the computer on the lower level of this room.

3. TURBINE ROOM

Hit the switch on the opposite side of the giant turbines to destabilize the entire plant.

4. WATER RECLAMATION

Destroy the two small pumps that are connected to the reservoir tank with a few shotgun blasts.

5. MAIN CONTROL ROOM

The console the techie tells you about is behind him and slightly to the right. Don't kill this guy!

AREA 19: SUB BAY

The door to the control room is locked, so blow up the walls around it and let yourself in. Hit the switch inside the room to drop the submarine into the water. You can also climb the girder holding the sub and manually release it.

AREA 21: ADMINISTRATION ENTRANCE

Hide your gun under your clothes by pressing Left on the D-pad. Head right as you enter this area, cross the room and turn right (see the signs?). The elevator to the executive suites is located past the office with all the cubicles. Check out our Basics of Stealth sidebar for some sound advice.

(cont. from page 113)

lockers with the model posters on them and stand with your back toward one of them. Now press the Circle button and knock in the middle of the poster. You will alert the guards! Another thing you can do is have Snake face the poster and press R1 for first-person mode. While holding R1, press SELECT and then press Circle to call Otacon. Snake will look like he's having too much fun and Otacon will scold him for it.

NASCAR 2001

From the main menu screen, choose Options. On the options menu, choose Credits. On the credits menu, choose Development. Now you must wait for the FMV to end. When the credits are scrolling, you can enter any one of these tricks.

Treasure Island Course: While holding L2, press Square, Circle, Square, Up, Up, Down, Up, Left, Right, X.

Proving Grounds Course: While holding R1, press Left, Circle, Up, Down, Right, Right, Right.

NBA Hoopz

On the "Tonight's Matchup" screen, enter the codes shown below with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).

THE TOUGH PARTS, CONTINUED

AREA 23: EXECUTIVE SUITES

Just to the right of the entrance is a room that stores ammunition and various medical aids. Gryphon's office is on the right side of the room with the Ultor fountain. Once he's with you, make sure you stay in front.

AREA 25: FIGHTER DOCKING BAY

After Gryphon opens the secret passage, you will come to a heavily armed guard outpost with two sentry guns and two guards behind cover. Kill off the guns with explosives, then lob a grenade into the outpost to open it up. Inside, press both switches and wait for Gryphon. Hit the door switch and ride down the elevator. Run to the fighter and fly out the top of the room.

AREA 28: MEDICAL RESEARCH

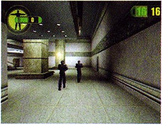
Hendrix tells you to find a quiet spot to drop out of the vents. Continue down the shaft and you'll hear a nurse mention that she has to go get a doctor. Wait until you hear the door close, then open the grate and drop into the room. Hendrix will tell you to find a lab coat. Now, if you follow his instructions (the lab coat is in the room to the right as you exit the room you dropped into) you can go through the next couple of areas in stealth mode, but you will once again have to give up all your weapons except the pistol. You can choose, instead, to go in guns blazing, but you'll face a whole damn lot of guards. Your choice. (Save at this point and you can check out both options and decide for yourself which best suits your playing style.) If you don the coat, head back out of the room you found it in, straight to the end of the hall and to the left, through the door at the top of the ramp, across the room and quickly through the door to the left (steer clear of the guards), down the ramp to the right, left at the bottom and up the ramp, right, and then another right. You'll find an operating room where one of the doctors will

(cont. on page 116)

THE BASICS OF STEALTH

There will be few instances throughout the game where you will need to use stealth to bypass some of the opposition. Having your firearm drawn is a great way to expose yourself as a threat, so if you need to be stealthy, start by concealing your weapon by pressing Left on the D-pad. But walking around without a weapon doesn't make you invisible. Even if you're unarmed, Guards and Security Cameras will recognize you if you get close enough. Shooting out cameras can help solve this problem (and will be crucial if you're stealthing it through Area 29), but make sure no one (including the camera!) can see you draw the gun. Just be careful not to draw attention to yourself. And if you must kill someone, be sure to hide the body.

Here's the guy who sets you up with your snazzy business suit.


Trail behind guards, but never get within their sights.

If security cams start blinking red, you're in trouble.

WEAPONS DATA

Because ammunition will become a commodity later in the game, you'll want to be as efficient as possible when it comes to which weapons you use at which times. Generally speaking, you should concentrate on using the Pistol, Assault Rifle and Precision Rifle. (However, in early areas where you'll be facing just one or two guards at a time, like the Barracks or the Med Labs, the Automatic Shotgun is the weapon of choice.) And remember, unlike some first-person shooters, you never lose ammo while reloading (though you can lose precious time during battles), so hit that Triangle button every time you get a breather. You'll be glad you did.

RIOT SHIELD

Primary Fire

Equipping this item helps protect you from enemy fire, but not for long. Use the Primary Fire to swing at close-range enemies, which is really a desperation tactic. Poor you.

Alternate Fire

None.

CONTROL BATON

Primary Fire

This weak bludgeon is a last-resort weapon. If you're using this, you're in a bad, bad way.

Alternate Fire

Administers a mild (and we mean *mild*) electric shock to close-range victims. Uses batteries.

12MM PISTOL

Primary Fire

Trusty and accurate, with a nice, generous, aim assist. Does mild damage. The only weapon that fires underwater.

Alternate Fire

Equips or unequips a silencer, which also lowers your accuracy slightly.

AUTOMATIC SHOTGUN

Primary Fire

Fires both barrels, using a quarter of the gun's eight-shell chamber. Devastates close-range targets.

Alternate Fire

Hold for eight rounds of automatic mayhem.

ASSAULT RIFLE

Primary Fire

Fires three-round bursts from this well-rounded automatic rifle. Great for conserving the 42-round magazine.

Alternate Fire

A fully automatic stream of death. Hold down for a good time.

SUBMACHINE GUN

Primary Fire

Fully automatic, but not terribly accurate at long range. Fast, though!

Alternate Fire

Switches between the weaker 30-round magazine and the stronger 20-round version.

Show Shot Percentage: 0-1-1 Down
Beach Court: 0-2-3 Left
Show Hotspot: 1-1-0 Down
No Fouls (Player Two Must Agree): 2-2-2 Right
Away Uniform: 0-2-4 Right
No Hotspots (Player Two Must Agree): 3-0-1 Up
Big Heads: 3-0-0 Right
Tiny Heads: 3-3-0 Left
Infinite Turbo: 3-1-2 Up
Street Court: 3-2-0 Left
Home Uniform: 0-1-4 Right
ABA Ball: 1-1-1 Right
Tiny Players: 5-4-3 Left
Granny Shots: 1-2-1 Left
No Goaltending: 4-4-4 Left

Power Strike: Pro Beach Volleyball

Every Court Available: On the main menu screen, highlight "Options." Then press Square, Triangle, Circle, Triangle, Square.

Rayman 2: Revolution

Menu Cheat: First, you must get to at least one save point in the game, or load a saved game. Then press START to pause. From the main menu, access the "Sound" option. On the sound menu, highlight the Mute option and hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2. The "Menu Cheat" will appear with items that you would normally have to purchase in the game.

Bonus Mini-Games: After you load up the game and choose your language, go to the main menu and access the options. From the options menu, access the "Language" option, and then choose "Voices." On the voices menu, highlight the "Raymanian" option and hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2.

Names in Baby Soccer: You can do this trick after you unlock the bonus levels and access the Baby Soccer mini-game. While playing Baby Soccer, hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2.

Ready 2 Rumble Boxing: Round 2

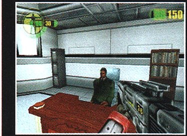
From the main menu, choose Arcade Mode. Pick a One-Player or Two-Player game and on the boxer

(cont. on page 116)

RED FACTION™

THE TOUGH PARTS, CONTINUED

instruct a nurse to escort you. She'll lead you to a room where you'll pick up a tissue sample, which will be your passcard into the Nano Labs and Cryo Storage (where you'll find loads of health) in Areas 30 and 29, respectively. Just walk up to the desks and the helpful medics will instruct you where to go.



AREA 30: CAPEK'S LAIR

If you took the stealth route in Area 28 as far as you could, you will have already met up with the Lab Administrator sitting at a desk. Once you're done with the whole tissue-sample ordeal (was it really worth it?), you'll have to shoot him and take his keycard to the area labeled "Restricted Access," which will lead you to your first run-in with Capek.

AREA 35: CAPEK'S ZOO

Jump on the front of the jeep and you'll be able to run over anything in your path (jump on the back and you can shoot them from the turret, but the crunching sound is so much more satisfying).

AREA 37: ICY SUB BAY

Once you have the sub, look for a tunnel just to the left of the one you came in through. This will lead to an area where you'll find some free health and weaponry. Just swim up through the crack.

AREA 38: WORM FOOD

That icy tube with the bars at the entrance is the only way out of this section, and it leads you to an enormous, venomous worm. A few rockets to the face should take care of him. There are two routes out of here: Either continue past the worm, or hit the switch near its body to enter another tunnel. If you take the tunnel you'll face another, weaker worm, but there aren't as many guards here as on the other path.

AREA 41: CAPEK'S INNER SANCTUM

You'll think, at first, that Capek's Nanotech shield is invincible. It isn't. Just keep plugging away and dodging his blasts. But don't forget to save.

AREA 42: GRAND CANYON

After your little ride across the canyon, the miner will tell you about a hidden tunnel. Look to your right—it's behind the huge boulder there.

AREA 46: COMMUNICATIONS TOWER

Just run like hell for the control room at the top of the stairs. Once you hit the switch, two mercs will appear, so be ready. It may seem at this point that you're facing an endless stream of guards. Just be patient and wait for them to open the door, and plug 'em when they do. If it seems like no more are coming up, head cautiously down the stairs (don't forget about the ceiling turret just beyond the first turn) and get the attention of any left in the room. Then, dive back up the stairs, through the door, and wait for them to follow. Repeat until the room is clean. Yeah, it'll be tough.

AREA 48: TRAMWAY TUNNEL

As you enter the tramway, cross over to the second track and head slowly to the left. As soon as you hear the tram coming, run back toward the entrance and hide behind a pillar that's not too close to the tram station. Now, bring up your rail driver (you did pick up the rail driver in the bunker past the Shooting Gallery, didn't you?) and focus on the door to the left of the tram station. Alt-fire to bring up the infrared sight, and have a blast. Here's another place where it may seem you're facing infinitely spawning guards. Don't worry, they all go down in due time. Be patient and only advance when there's a noticeable lull in the parade of guards. You should be able to pick up more rail driver rounds just inside the room off the tunnel. Once they're all cleared out, board the tram and crouch down. When the tram stops at the second terminal its doors will open. Just wait. If they don't close soon, move toward them and hit the action button. Remain crouched, but continue to move around, since as soon as your tram starts moving again another will pull up next to you, bearing a merc equipped with a rail driver. Bring up the infrared on your own rail driver and take out the figure to the front of the enemy tram.

AREAS 54 AND 55: SPACE STATION

Once you detonate the reactor in the Space Station you'll need to make a quick getaway, so as soon as you destroy the computers up in Control and open access to the lowest level of the station, take a few moments to scrub the whole place clean. Head downstairs and take out every guard in the joint, taking note of the location of the Escape Pods. Then, go to the reactor room (near where your shuttle docked), climb to the bottom and

WEAPONS DATA, CONTINUED

SNIPER RIFLE

Primary Fire

Don't bother trying to fire without the scope unless you're desperate; it's inaccurate on its own.

Alternate Fire

Brings up the sniper scope; hold down to zoom in. Head shots mean instant kills. Go for it.

HEAVY MACHINE GUN

Primary Fire

Fully automatic fire, and quite powerful, but so inaccurate as to be almost useless. Holds a satisfying 99 rounds.

Alternate Fire

Slower, but more accurate automatic fire.

PRECISION RIFLE

Primary Fire

Hands-down the best all-around weapon in the game. Accurate and powerful, with generous aim assist and a sniper scope.

Alternate Fire

Brings up the sniper scope. Hold down to zoom in. Have fun.

REMOTE CHARGE

Primary Fire

Places, and then detonates, this powerful explosive. Blows through rock walls with the help of Geo-Mod technology! Also makes a great trap in multiplayer.

Alternate Fire

None.

GRENADE

Primary Fire

This powerful explosive will detonate on impact, inflicting damage to walls or enemies.

Alternate Fire

Causes grenade to detonate after four seconds, rather than on impact. Useful for close work.

FLAMETHROWER

Primary Fire

Shoots a jet of flame a surprising distance. Dangerous to use, as flaming enemies will often run toward you, inflicting burn damage.

Alternate Fire

Throws a fuel tank, which explodes on impact.

(cont. from page 115)

selection screen, enter any of these codes for the results as shown. You will hear a bell if the trick was entered correctly.

Huge Gloves: Left, Right, Up, Down, R1, R2.

Unlock All Boxers: From the main menu, choose Arcade Mode. Then select one or two players. On the boxer select screen, press Left, Left, Right, R2, Left, Right, Right, R1, R1, R2. You will hear a bell when entered correctly. Now you can choose from a variety of new boxers, including Bill and Hillary Clinton!

Ridge Racer 5

Opening Cinema Effects: During the opening cinema, you can give three different effects to the graphics. Pressing R1 will give you black-and-white graphics, pressing R1 again will give you yellowish graphics, and pressing R1 a third time will give you blurred graphics. Use L1 to cycle the effects the opposite way.

Controller Sensitivity Display: In the middle of a race, press and hold the SELECT button until you see a graphic display. This display will show how hard you are turning your car, pressing the gas and pressing the brake. If you want to get rid of the display, just press the SELECT button.

Smuggler's Run

In the middle of the game, press START to pause. Now you may enter any of the button sequences below. You will hear a beep when these are entered correctly. Once you complete a mission or return to the menu, the trick(s) will no longer be active until you enter them again.

Speed Increase: R1, L1, L2, R2, Right, Right, Right. You can do this code up to three times to get even faster speeds.

Speed Decrease: R2, L2, L1, R1, Left, Left, Left. You can do this code up to three times to get even slower speeds.

Invisible Off-Road Vehicles: R1, L1, L1, R2, L1, L1, L2. (Strangely, the cops will still know where you are.)

Spider-Man

On the main menu screen, access the "Special" menu. Highlight and flip the switch at the far end. Next, climb back up to the third floor and hit the second switch. You now have one minute to reach the Pod.

AREA 58: A BRIDGE TOO FAR

As you head toward the merc base (as instructed—you have been paying attention to your comrades, right?), keep an eye out for a secondary tunnel off to the left. This will lead you through the back way to the merc base, allowing you to snipe the fellow guarding the entrance without fear (just be careful, he's packing a fusion rocket launcher). Grenades will take out the sentry guns. Don't worry about collecting weapons or ammo; you'll lose them (once again!) once you enter the airlock and hit the button. *C'est la vie.*

AREA 61: MERCENARY COMMAND CENTER

The rail driver is your best friend here. Just be careful not to rail Hendrix in the computer room to your left. Shoot anything else that glows on the infrared.

AREA 63: DOCKING BAY ENTRANCE

Do some recon with the rail driver before entering here. Once the doors open, run like hell for the far end of the room. Dodge up the stairs and you'll head toward the control room, just in time to witness Hendrix being immolated. Ouch. Exit through the vent in the back of the control room. There'll be mercs with rail drivers here, and they'll use 'em as soon as they notice you in the vents, so keep your own scope active. At the end of the tunnel you'll enter a small room with a console. Rail the guy on the roof and make sure the room is clear, then hit the button on the console. It will bring down a fighter for your use—aww, yeah. Notice there are two more up there. Take this opportunity to move the first fighter out of the way and bring down a spare (and you might as well do the same for the third fighter, just to be safe. Then fly out the far door.

AREA 64: MASAKO'S LAIR

If you want to take all the enemies out here, feel free. You've got those backup fighters, so go to town. But you won't really get much out of it, unless you're low on precision rifle ammo, in which case it's worth the effort. Otherwise, you might as well just blow through the corridors, the subsequent shuttle bay, and the next set of corridors without wasting time on enemies. After the shuttle bay, make sure to keep an eye out for a doorway branching off to the right. On the other side of the door is a flight deck of sorts. Take out the two gunships that come at you and Masako will appear, also in a fighter. A few shots will blast her ship into oblivion (and yours will blow up as well—nothing you can do about that). She'll start flying around in a Capek-style shield; just let loose with the precision rifle. After you kill Masako, a timed sequence begins. Board the lift on the right side of the room and ride it down. At the bottom, Eos will inform you about your last challenge. You only have a few minutes to hack out the bomb-diffusing codes (they're randomly generated, so we can't show 'em here, but if you've ever played Simon it shouldn't be much of a challenge). Congratulations, you just beat the game.

ROCKET LAUNCHER

Primary Fire

Fires powerful rockets. Hold down to fire up to six rounds automatically.

Alternate Fire

Turns on heat-seeking mode, which allows the gun to lock onto heat sources, with a small lag.

RAIL DRIVER

Primary Fire

Shoots through walls. Kills instantly. Don't bother using without the infrared scope.

Alternate Fire

Engages infrared scope. Within a narrow field of vision, living bodies glow red, even through walls.

FUSION ROCKET LAUNCHER

Primary Fire

Fires a single, enormously powerful fusion rocket. Clears out rooms. Blows truck-sized holes in walls. Takes forever to reload. Rocks your world.

Alternate Fire

None.

enter the "Cheats" option. Now put in any of these cheats (shown in caps.) on the "Enter Cheats" screen as shown.

Level Select: XCLSIOR
Invulnerable: RUSTCRST
What If Contest: GBHSRSPM
Ben Reilly Costume: BNREILLY
Symbiote Spidey Costume: BLKSPIDR
Spidey 2099 Costume: TWNTYNDN
Captain Universe Costume: S COSMIC
Spidey Unlimited Costume: PARALLEL
Scarlet Spider Costume: LETTER S
Amazing Bagman Costume: AMZBGMAN
Peter Parker Costume: MJS STUD
Quick Change Costume: ALMSTPKR

SSX

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything: Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.

Star Wars: Starfighter

On the main menu, access the options, then go to "Code Setup." Now enter the following passwords to unlock each cheat as shown.

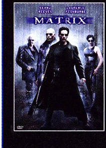
Unlock All Levels: OVERSEER (This will give you everything except the bonus multiplayer missions).
Bonus Multiplayer Missions: ANDREW

(cont. on page 118)

DVD EGGS

Se7en DVD

This egg might be a bit boring, but we loved *Se7en*, so we must tell you how to find it. First, go to the menu on the first DVD. Shoot on over to the Setup Options. Once there, highlight the Paper Clip and press Enter. It'll bring up the rainbow you see when a television station goes off the air. Exciting, right?



The Matrix DVD

OK, usually we spill out ways to discover secret stuff on the DVD, but here's something we couldn't resist pointing out. You'll need *The Matrix* DVD and a command of the alphabet. Here goes: When Neo fights Morpheus in the construct, there are three pieces of music that play. In the score they're called "Bow Whisk Orchestra" by Don Davis, "Leave You Far Behind" by Lunatic Asylum and "Switch or Break Show," also by Davis. Both Davis songs are anagrams of the directors' names: Wachowski brothers. Another musical/anagram note is that the music playing after the clan returns from the Oracle is called "Threat Mix." Then, in the same building when Morpheus battles Agent Smith the music piece is titled "Exit Mr. Hat." Both of these tunes are anagrams of "*The Matrix*." Pretty nifty.

The Sixth Sense DVD

He's only made two films, but the director of the *Sixth Sense* and *Unbreakable* is making waves in Hollywood. Here's how to find a mini-movie of his on *The Sixth Sense* DVD. First, go to the Special Feature section. From there go to the second page and all the way to the bottom where you'll find a book. Click on the book and a hollow book will open and show its contents, which is a movie the director made when he was 11 years old. Interesting work.

Army of Darkness: Director's Cut DVD

If you're in the mood to get a deeper view into *Army of Darkness*, we've got a trick for you. First, start playing the Sam Raimi/Bruce Campbell Commentary, instead of the film's regular audio. Then turn on the subtitle function. Instead of getting subtitles or commentary, you'll get scene-by-scene storyboards in the lower right-hand corner. You'll see the storyboards while the actual scene plays out on the screen.

Edward Scissorhands: 10th Anniversary Edition DVD

Head over to the Special Features menu and go to the bottom of the list. Scissors will appear. Click Enter and you'll get a sweet picture with a few credits on it.

Have your own DVD Eggs? Whip them our way by e-mailing: opm@ziffdavis.com and title the e-mail "DVD Eggs." If we use it, we'll make you famous by putting your name in our mag.

MAT HOFFMAN'S PRO BMX

Two minutes may feel like an eternity when you're putzing around trying to knock down five easy-to-fine port-a-potties. But when you're trying to score the big points to finish a level off, it's a lot tougher. Without Special Moves, you'll be in a whole heap of trouble. Here are all the moves for all the bikers. Once your Special Meter is charged, execute these tricks and you can be the biker you always wanted.

Mat Hoffman

Peacock
Tap Left + Hold Right + Square
Back Flip Tailwhip
Tap Up + Hold Down + Circle
BarHop
Tap Right + Hold Right + Square
Triple Tailwhip
Tap Down + Hold Right + Circle
One Handed Superman
Tap Down + Hold Down + Circle

Mike Escamilla

Body Varial
Tap Left + Hold Right + Square
Back Flip One Footer
Tap Up + Hold Down + Circle
Front Flip
Tap Down + Hold Up + Circle
Superman Seat Grab Truck Driver
Tap Down + Hold Down + Circle

Cory Nastazio

Front Flip
Tap Down + Hold Up + Circle
Double Tailwhip
Tap Down + Hold Right + Circle
Back Flip Tabletop
Tap Up + Hold Down + Circle
Superman Seat Grab
Tap Down + Hold Down + Circle

Dennis McCoy

Decade Air
Tap Left + Hold Right + Square
Back Flip One Footer
Tap Up + Hold Down + Circle
Double Tailwhip
Tap Down + Hold Right + Circle
Superman Tailwhip
Tap Down + Hold Down + Circle

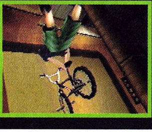
Kevin Robinson

BarHop
Tap Right + Hold Right + Square
Back Flip No Hander
Tap Up + Hold Down + Circle
Tone Handed Swingleg
Tap Right + Hold Down + Square
Superman Tubegrab
Tap Down + Hold Down + Circle

Rick Thorne

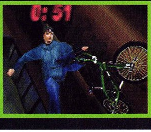
Front Body Flip
Tap Down + Hold Right + Circle
Superman Double Seat Grab
Tap Down + Hold Down + Circle
Decade Air
Tap Left + Hold Right + Circle
BackFlip No Footer
Tap Up + Hold Down + Circle

Simon Tabron



Tone Handed Swingleg
Tap Right + Hold Right + Square
Back Flip One Footer
Tap Up + Hold Down + Circle
Superman Double Seat Grab
Tap Down + Hold Down + Circle
Superman Seat Grab
Tap Up + Hold Up + Circle
No Footed Candybar One Hander
Tap Left + Hold Right + Square

Joe Kowalski



Back Flip Tabletop
Tap Up + Hold Down + Circle
No Footed Candybar One Hander
Tap Up + Hold Up + Circle
Superman Backpeg Barspin
Tap Down + Hold Down + Circle
Half Barspin Tailwhip
Tap Down + Hold Right + Circle

(cont. from page 117)

Secret Ship for Bonus Missions: BLUESNF
Invincible Mode: MINIME
Jar Jar Mode: JARJAR (This will reverse your ship's controls.)

Tekken Tag Tournament

Tekken Bowl: Use Ogre to unlock True Ogre. (While bowling, you can see Dr. Boskonovitch jumping in the background. Aim to the left where he is, and if you get it just right, you will be able to K.O. him with the bowling ball!)
Jukebox: Get a score of 200 or more in Tekken Bowl. The jukebox will allow you to choose the background music that plays as you bowl.

Tomb Raider Chronicles

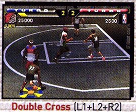
Second Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L1+Up. While holding these, press X. This will bring you to the Russian Base, which is the second story in the game.
Third Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L2+Up. While holding these, press X. This will bring you to Black Isle, which is the third story in the game.
Fourth Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold R1+Up. While holding these, press X. This will bring you to the Tower Block stage, which is the fourth story in the game.

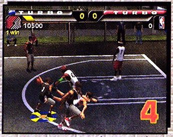
Tony Hawk's Pro Skater 2

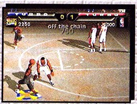
From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the "Select Player" screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks is entered correctly.
Low Gravity: X, Square, Left, Up,

NBA STREET

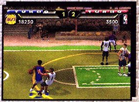
Special moves fill your Gamebreaker meter, which gives you a shot at beating any trio on the court. Here are the special dribbles, how to execute them, and a quick tip on how to snub your opponent's gamebreaker. Also, check this month's poster for the monster dunks that'll work your Gamebreaker meter into a frenzy.

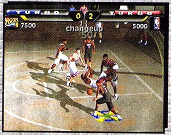

Double Cross (L1+L2+R2)


Breaking You Off (R1+R2+L1)

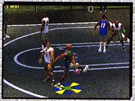


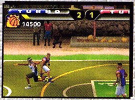
Off the Chain (R1+L1)

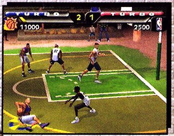

Reel 2 Reel (R1+R2)

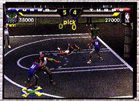


Changeup (L1+R2)

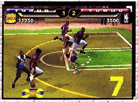

Downshift (R1+L2)

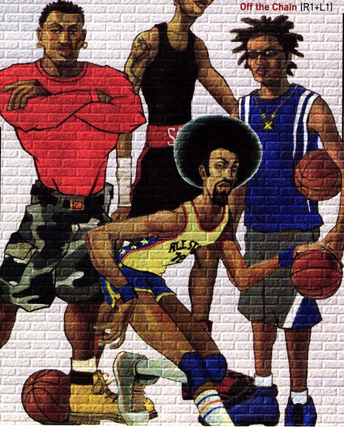

Cyclone (L1+L2+R1)


Slip 'n Slide (R1+R2+L2)



Backtrack (L2+R2)


Streetwise (L1+L2)



STOPPING AN OPPONENT'S GAMEBREAKER

Gamebreakers are the key to Street. Here are two tips for keeping an opponent's Gamebreaker outside the rim. 1.) Kill the clock. Once you're low on time, shoot a two-pointer. If it falls, you counteract the value of the gamebreaker. If it clanks off the iron and you snag the board, no worries, you're home free. 2.) Play tight to the dribbler. Send two people at him and keep switching off. If he knocks your D down and hits the shot, then tip your cap, 'cause he earned it.

Down, Up, Square, Triangle.
Real Physics: Circle, Right, Up, Left, Triangle, Circle, Right, Up, Down.
Unlimited Special Meter: X, Triangle, Circle, Up, Left, Triangle, Square.
Full Statistics: X, Triangle, Circle, Square, Triangle, Up, Down.

Twisted Metal 4

From the options screen, access the "Password" option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly.

Unlimited Specials: Triangle, L1, Down, Triangle, Up.
Only Pick Up Napalms: Right, Left, R1, Right, Circle.
CPU Shoots Only You: Right, Triangle, Right, Triangle, L1.

Winback: Covert Operations

On the title screen where it says, "Press Start," enter any of the following codes to get the corresponding result. You must enter each code before the game goes into demo mode.

Max Power: Press L1, R2, L2, R2, L2, Triangle, Circle, Triangle, Circle, then press and hold L1. While holding L1, press START. This option will appear on the main menu to give you all weapons and unlimited ammunition.

Trial: Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then press and hold Triangle. While holding Triangle, press START. This option will appear on the main menu, and will allow you to begin from any level in the game.

All Characters: Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then press and hold Circle. While holding Circle, press START. Go into Versus mode and access the "Character" option. You will see that all the characters will be unlocked and playable in this mode.

Sudden Death: Press L2, R2, L2, R2, Circle, Triangle, Circle, Triangle, then press and hold L1. While holding L1, press START. This option will appear on the main menu, and will make your character and opponents vulnerable to one-hit kills.

POSTCARDS FROM E3

Random thoughts on the best, worst and just plain weirdest at this year's show

GAME(S) OF SHOW

John: Jak and Daxter.
Joe: Ico.
Gary: Jak and Daxter and Ico.
Chris: Baldur's Gate, Spider-Man: The Movie, and Star Wars Galaxies on the PC—please bring this to PS2!
Sam: Ico and Maximo.
Todd: Jak and Daxter, NBA Street, THPS3.

BIGGEST SURPRISE

John: Star Wars Galaxies...you won't freakin' believe it when you see it.
Gary: Kingdom Hearts.
Joe: Tribes 2 PS2—playable—networked
Todd: NHL Hitz (I'm a dork).
Chris: Star Wars Galaxies and Barbarian, which is the type of fighting game I might actually play.
Sam: That cool PS2 monitor.

BIGGEST DISAPPOINTMENT

John: Xbox. Everything about it.
Todd: Xbox is the correct answer!
Gary: Rayman M (the "M" is for "mediocre"—sorry, but I expected more), SOCOM: Navy SEALs.
Joe: Legacy of Kain: Blood Omen II, running at about 10fps. I threw down the controller in disgust.
Chris: Learning that Sega no longer plans to put Saturn games on PS one.
Sam: Watching videos for Tekken 4 and Soul Calibur 2 that had nothing but logos.

STUPIDEST STUPID IDEA

John: Putting Return to Wolfenstein near the narrowest bit of corridor in the entire show. Runner-up: Letting people pull wheelie suitcases around the floor.
Chris: Interplay changing Run Like Hell to RLH (if "Hell"'s too much, just give it a different name!). And Shadow Man 2econd (is that Sec-econd or Two-econd?) Coming.

TOO WEIRD FOR WORDS AWARD

John: The Linux desktop that was running behind Netscape on PS2.
Gary: The fact that the PS2 setup looked almost exactly like a Vaio.
Joe: AOL on PS2!

BEST GIVEAWAY

Joe: The PS2 pens: four separate ink cartridges inside, and you apparently select which one you want through telekinesis.
John: That PS2 bag wasn't bad either.
Gary: Hands-down winner: those Gamecube squishy things that people waited two hours to get. Runner-up: Enix slimes.
Chris: Sierra's 7-foot by 3-foot Lord of the Rings poster, some of the best LOTR art I've seen. And the slimes.
Sam: Definitely the PS2 pens. I'm still trying to figure out how they work.

PlayStation.2

THING WE'RE PROBABLY MOST SICK OF BEING GIVEN AT E3

John: Bags.
Chris: Amen to the bags.
Gary: "Expensive" pens in big boxes.
Sam: Apple Martinis without apple slices.

WORST GIVEAWAY

Joe: Tie: Namco tape dispenser and Xbox "trading card" holder.
John: Why a tape dispenser? What the hell were they thinking?
Chris: At least it wasn't a bag.

ODDLY MISSING FROM THIS YEAR'S SHOW

John: People in big, stupid, game character suits.
Todd: Booth babes.
Gary: 3DO.
Chris: Giveaways in general, as well as elaborate booths. A true sign that everyone's cutting back on spending these days
Sam: The booth babes! Geez, and I thought last year was bad!

LEAST INTERESTING

Joe: Xbox.
John: Xbox games.
Chris: Xbox.
Sam: Everything Xbox.
Gary: Xbox, for sure.

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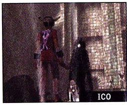
NEXT MONTH

September 2001
On sale Aug. 14

Ico

Sony's puzzle adventure wowed all comers at E3. Find out why. PLUS ongoing coverage of Gran Turismo 3 and a Resident Evil Code: Veronica X review.



(all editorial content subject to chang

When we first saw Ico in action, at last year's E3, our jaws dropped. This year, we got some hands-on time with the game, and it looks nothing short of amazing. Tune in to witness the spellbinding beauty and unique gameplay. We'll also present new info on Dragon Warrior VII, Spider-Man: The Movie and Tony Hawk's Pro Skater 3.

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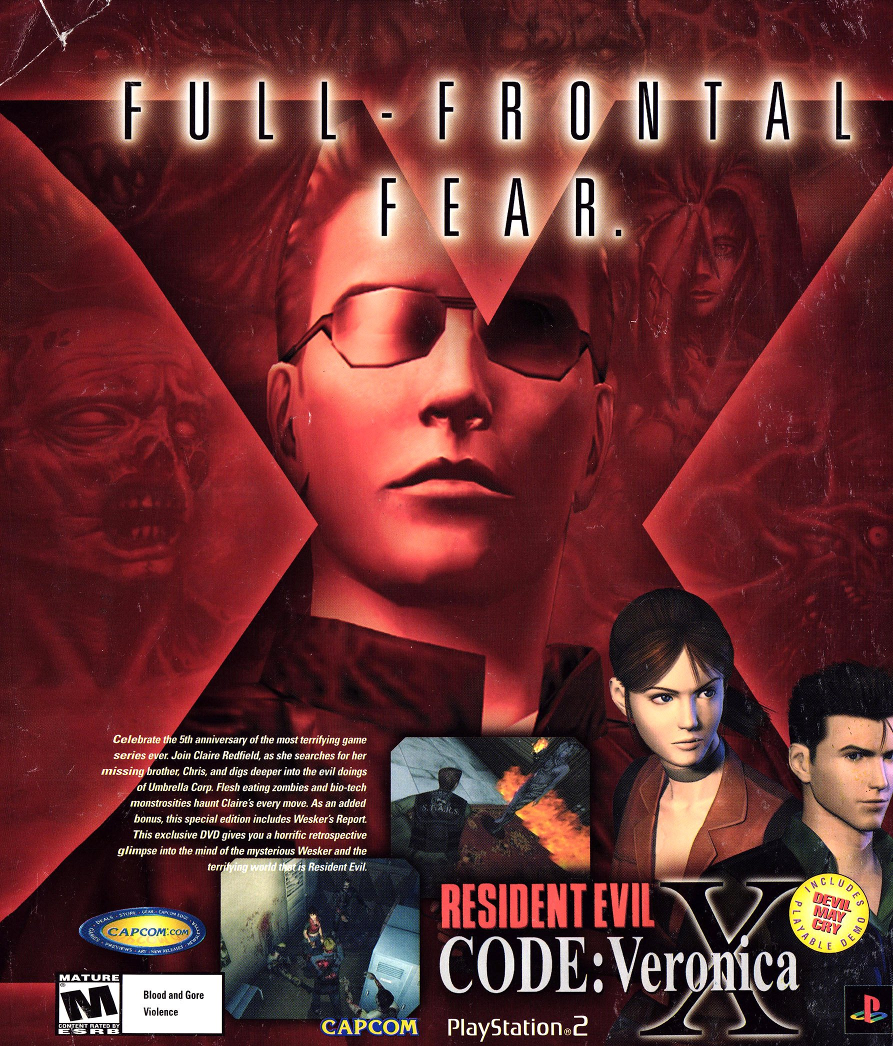
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PLAYABLE DEMO
PlayStation®2

Celebrate the 5th anniversary of the most terrifying game series ever. Join Claire Redfield, as she searches for her missing brother, Chris, and digs deeper into the evil doings of Umbrella Corp. Flesh eating zombies and bio-tech monstrosities haunt Claire's every move. As an added bonus, this special edition includes Wesker's Report. This exclusive DVD gives you a horrific retrospective glimpse into the mind of the mysterious Wesker and the terrifying world that is Resident Evil.

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